NOVEMBER 1990 £1.85

# SU
## SINCLAIR USER

**BATTLE COMMAND DEMO**

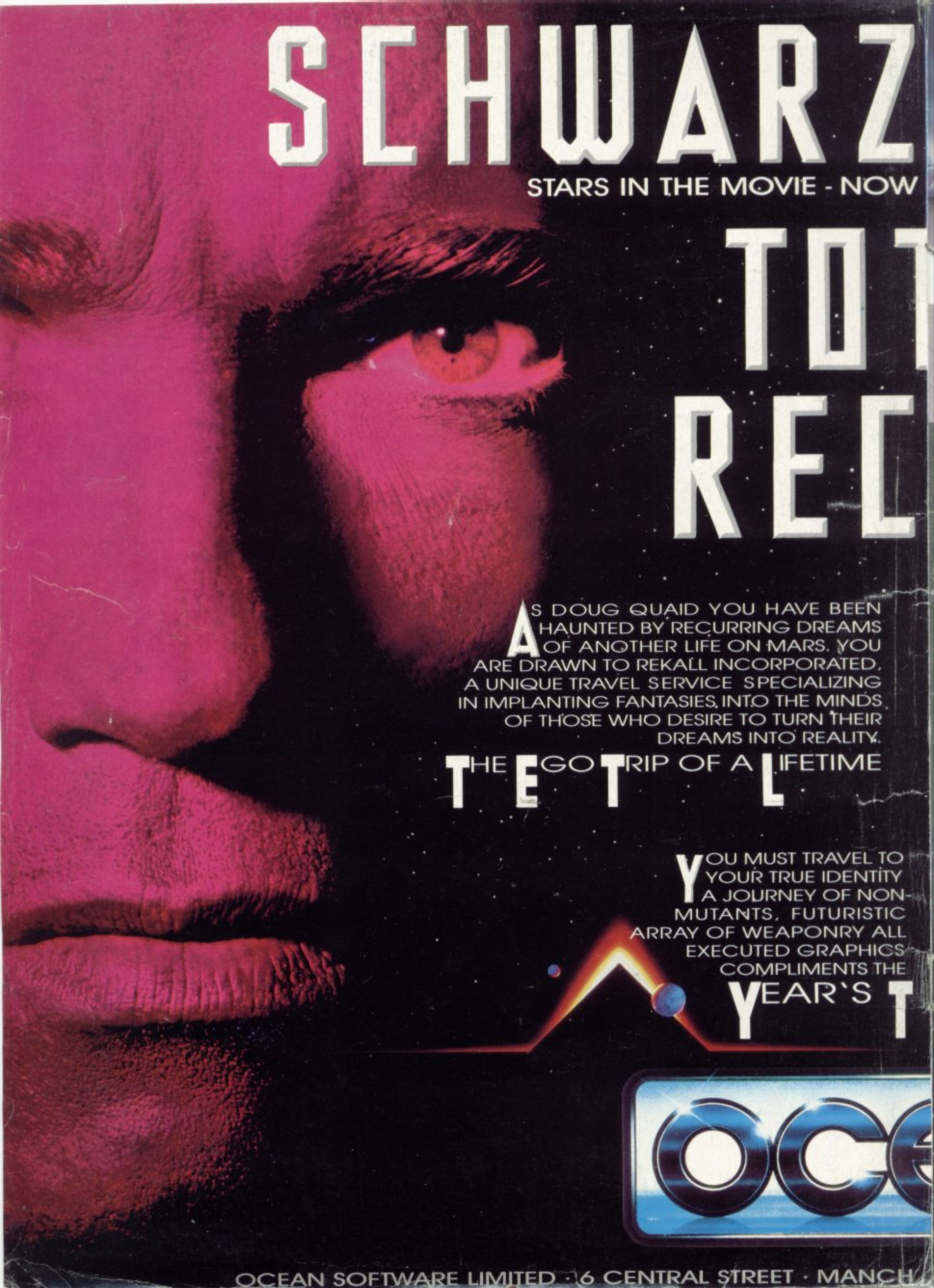
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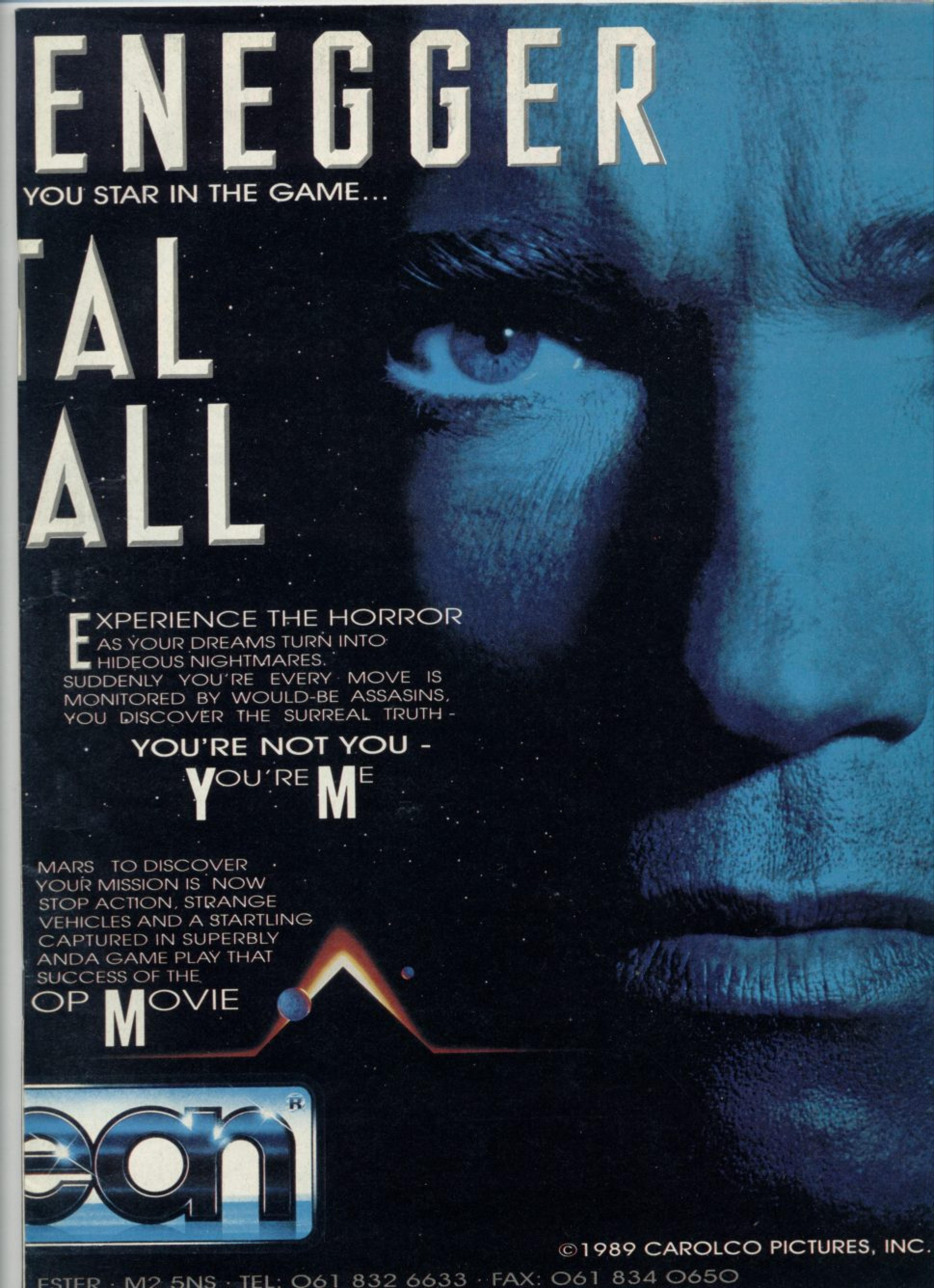
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**6 GAMES!**

**TAI PAN**
**RYGAR**
**TITANIC**
**COLOSSEUM**
**SILENT SHADOW**
**SOLOMON'S KEY**
**& OCEAN'S Battle Command**
exclusive 128K demo


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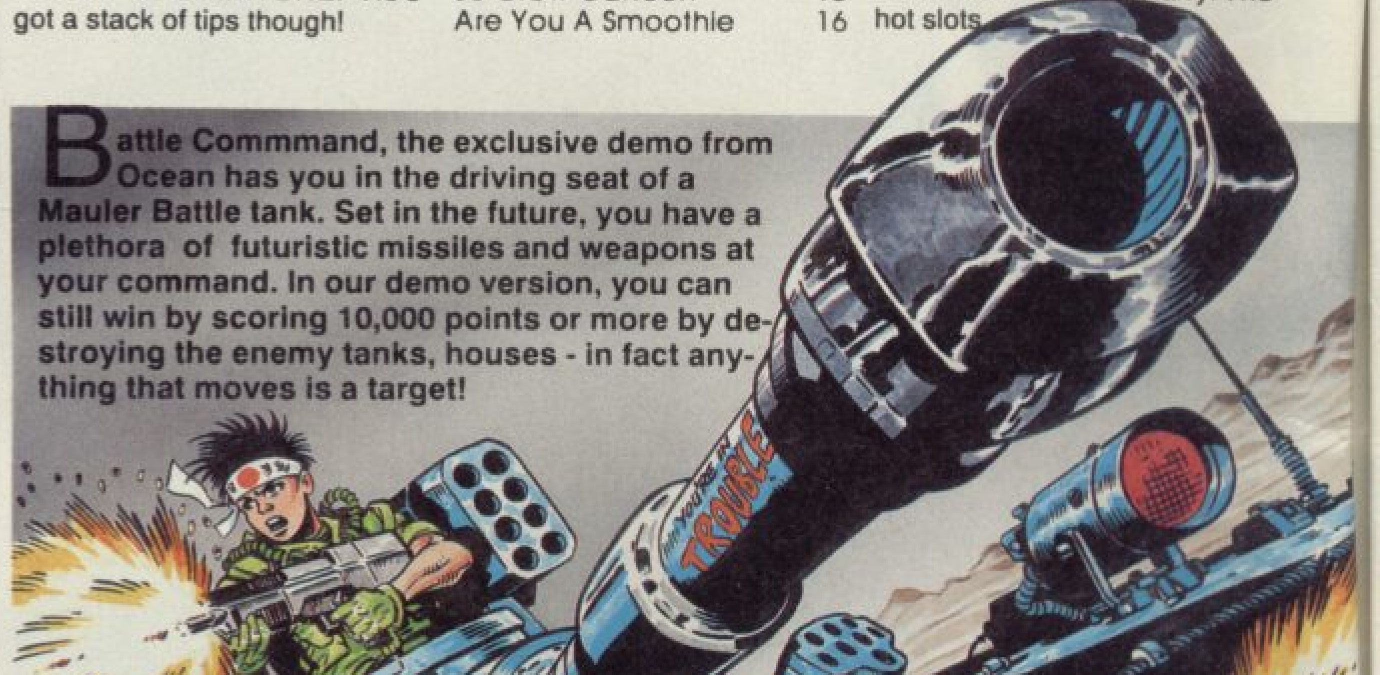
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(c) 1990 EMAP Images,
Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.
Tel: 071 261 6222 Fax 071 490 1095.
Typesetting by G'n G, output to a 2060 Liddontype.
Colour Work: Pro Print
Printed by Kingfisher Web Ltd Peterborough.
Distribution: Frontline


SU SINCLAIR USER

# CONTENTS



Battle Commmand, the exclusive demo from Ocean has you in the driving seat of a Mauler Battle tank. Set in the future, you have a plethora of futuristic missiles and weapons at your command. In our demo version, you can still win by scoring 10,000 points or more by destroying the enemy tanks, houses - in fact anything that moves is a target!





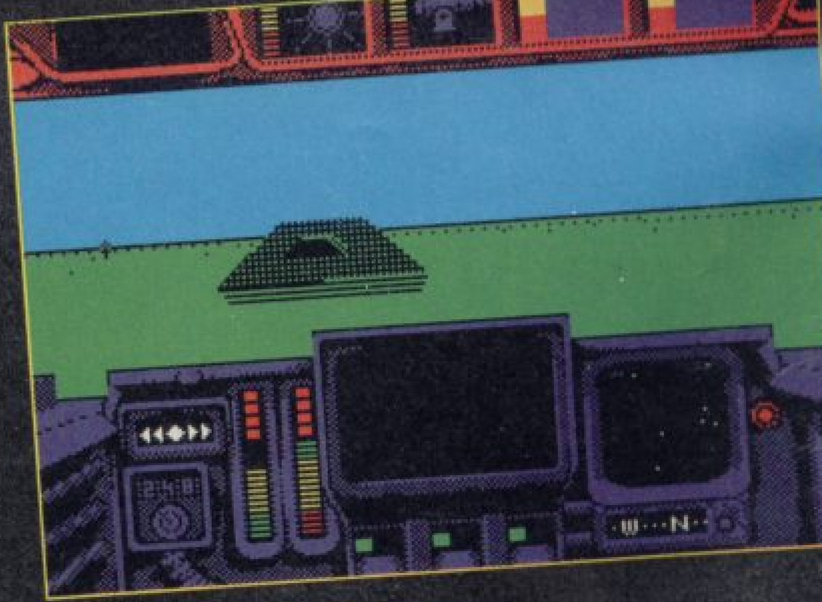
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Amiga & Atari ST Screenshots
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# SIX OF THE

## YOU LUCKY PEOPLE!

If you hear a rumbling sound as you load your Megatape, it won't be yor stomach (well, it may be if you haven't had your Weetabix) - it's more likely to be the foundations of the universe shaking at the sheer wonderfulness of the software selection we've sorted for you this month.

Six complete playable US Gold games and an exclusive demo? Getaway. Such things cannot be. But yet, they are!



## BATTLE COMMAND DEMO

The first level of our cover feature game in glorious technicolour. The objective of the game is to DESTROY THE ENEMY, GRRRR! If you score 10,000 points you win in this demo version.

You control a battle tank, the Mauler; it manoeuvres best on open roads, where it can reach its highest speeds. All vehicles and buildings are legitimate targets.

To start, position the cursor with keys QAOP, and use Space to click on Start Game on the icon bar. You are now in the fitting screen, where you can click the arrows to select a weapon, and click on an empty slot to fit it to the Mauler. Then click on the Start box to begin mauling.

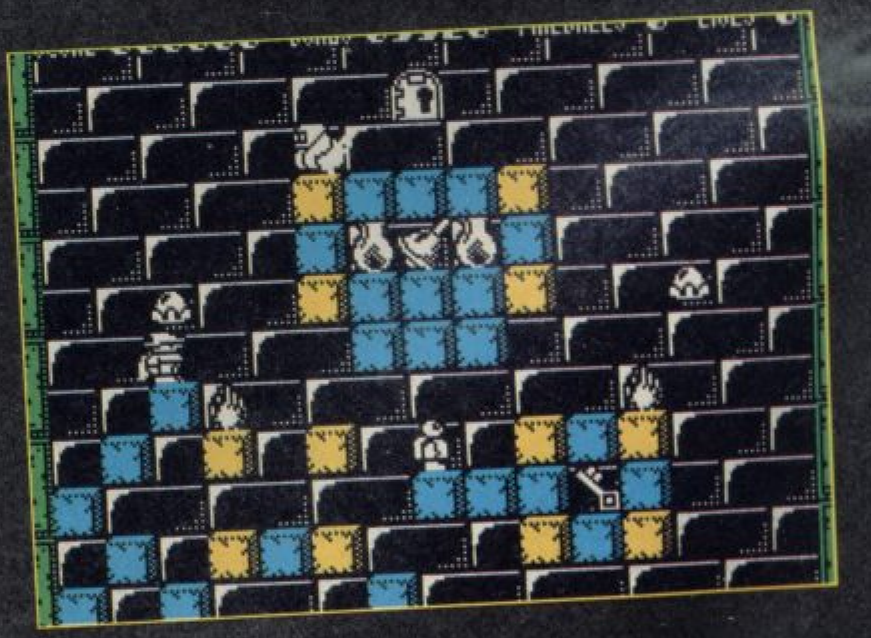



### Controls

To control the Mauler's movement, use Q to accelerate, A to decelerate, S to brake, O to turn left and P to turn right. Pressing D accesses the damage screen; from here, C returns you to the main panel.

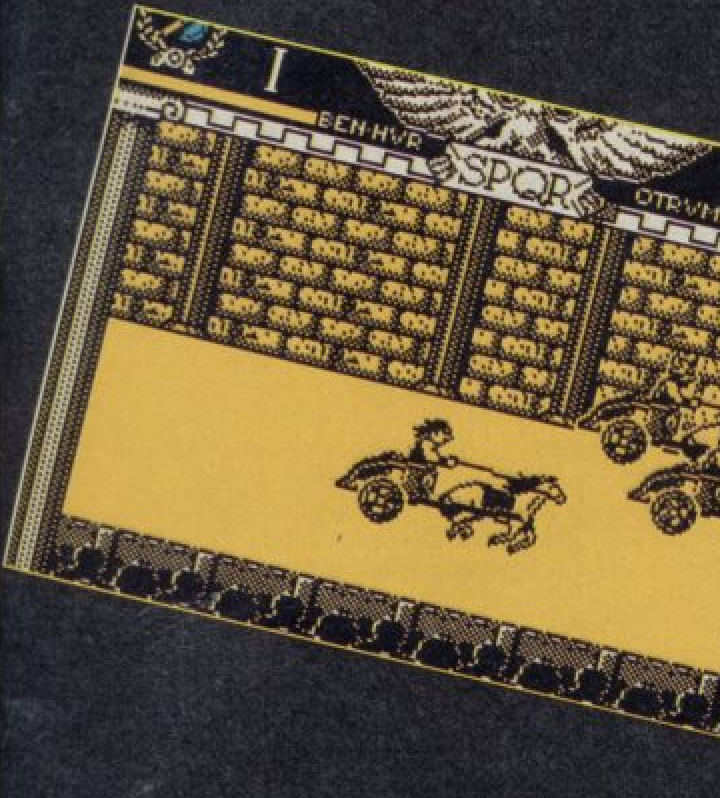
To use your weapons, press 1 to 4 to select the required weapon slot, seen at the top of the screen. Turret, Cluster Bomb and Skeet Bomb are fired by the space bar.

For missiles, first sight on your target, then press space to lock on (viewfinder will flash). Space then launches a missile. There are four types of missile; RRSS (Radar guided surface to surface), IRSS (Infra red surface to surface), RRSA (Radar guided surface to air) and IRSA (Infra red surface to air). Infra red missiles only lock onto objects which give off heat, such as a tank's exhaust.

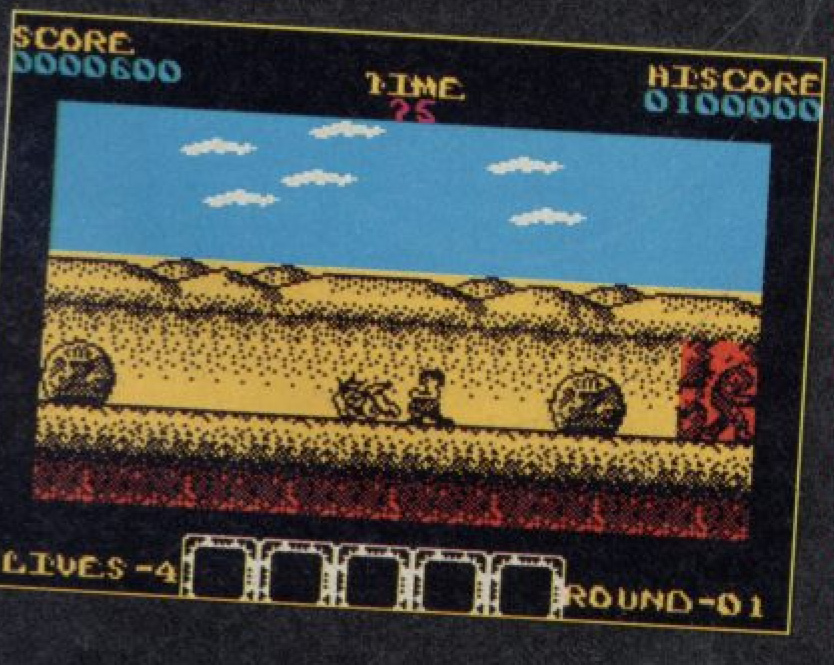


Mortar; keys J and K alter the angle, space to fire. Sleeper mine; J and K alter detonate time, space launches. Spectre flare; J and K switch to and from automatic mode; space launches in manual mode Phantom Chaff; as for flares SLAM laser; J and K switch on and off. The laser destroys incoming shells, offering a short period of protection Dragonfly; Space to launch; O and

# BEST






P to turn, J and K alter control Nightsight; N turns it on and off Binoculars; B turns them on and off. O alters magnification level. Rear view; R turns this on and off
Now get out there and start mauling!

## SILENT SHADOW

This air combat epic puts you in control of top-secret fighter. Your task is to escort a bomber to its target, clearing the defences through four tortuous stages; Ocean, Desert, City and Airbase.
Speed is vital, but if you distance yourself too far from the bomber you will leave it open to attack. If you fly too slow, you may well get a cockpit up your jacksie.
Apart from common or garden lasers, the Silent Shadow is armed with three smart bombs, which destroy all enemies on the screen. Use them with care!

### Controls

One or two players can participate simultaneously. Keyboard or joystick controls are definable from the main menu.

## COLOSSEUM

Benurio, brave officer of the Roman Legions, has fallen foul of the evil commander Neric, who has accused him of treason. To prove his innocence he must take part in a dangerous chariot race, and if you think it's fixed, you'd be right!
Before he can count up to X he's racing around the course. There are four races, each of four laps, to complete. You can control your speed and direction with the joystick or keys, and must avoid obstacles and fight off cheating opponents.

### The Enemy

There are six types of enemy, each with a different type of weapon; Hatchet (easy to kill), Sword, (drains your energy), Mallet (drains energy faster), Trident (even more powerful), Net (drains all your energy at once), and Lance (same as Net). Your energy is indicated at the top of the screen.
You start armed with a hatchet, but if you defeat an enemy with a better weapon you can take it off him. To attack, press Fire as soon as you are attacked; you can then control your chariot as you fight.

### Hints

Keep control of your chariot at all times! Learn where the obstacles are. Don't fight an opponent with an inferior weapon - if you beat him, you'll end up with his weapon. Try to ram him into an obstacle instead. When your energy drops, you can restore it by fighting an enemy to the death.

### Controls

Accelerate P Decelerate O Up Q Down
A Fight X
To use the net or lance, press Fire and Left or Right at the same time. Keys are redefinable and there's a joystick option.

# RYGAR

A barbarian hack-'em-up featuring the mighty Rygar battling his way through hordes of scummy monsters.
The aim of the game is simple - blast your way through the levels eliminating all the aliens. Pick up icons to improve your power and status.

## Controls

Left Z Right X Jump Shift Fire Return Duck Space

# SOLOMON'S KEY

The classic maze arcade-adventure. Somewhere in the network of mysterious rooms lies the key which will bring you fabulous riches, but among the pillars and tunnels lie creatures which can bring your life to an abrupt conclusion.

## Controls

Left O Right P Jump/Butt Q Duck A Fire V Pause Extend Any key Restart

# TITANIC

An arcade-adventure taking place in the sunken wreck of the greatest cruise liner ever to sail. In the waters of the Northern Atlantic off the coast of New Foundland lies the wreck of the SS Titanic, once the flagship of the Blue Star Line, now a rusting hulk lying a mile deep.
Using a special diving suit and information from remote subs you now have the chance to explore the wreck and retrieve its treasures.
On completing the first level you will be given a password for the second level. Reset the computer, rewind the tape, reload, select Level 2 from the main menu and enter the password.

## Controls

Up Q Down A Left O Right P Fire Space Pause 0
Keys can be redefined and there are joystick options.

## Levels

Underwater Caves. Beware of the sharks, manta rays, killerfish and seaweed. Keep an eye on your oxygen level; there is only one way through the maze, and some paths have no exit.
The Titanic. If you reach the wreck you must avoid swordfish, anemones, medusas and other hazards. You just find the safe and open it, but first you have to find a lever to open the locked doors, and dynamite to blow the safe.

## Weapons

You can collect harpoons along the way, but you can carry no more than ten at a time. You must also collect oxygen bottles, but don't pick them up until your supply is almost exhausted, because there is only just enough to complete the mission.
Keep your eyes open, and good fishing!

# TAI PAN

The oriental trading game has you begin in the town of cantor where you must find someone (stupid) enough to lend you enough money to buy and equip a ship, with goods and crew in order to trade. You have six months to repay before you loose your head - literally!

SHIPS The Lorcha is a smuggling ship, the Clipper is fine for honest traders and privateers will need a Frigate. You can be a pirate in any of the ships but it's advisable to use the Frigate because of its firepower.

CREW You can either pay a crew or press gang one. If you pay them they tend to be more loyal, but if you're really mean then only try press ganging drunks and exhausted men and use a truncheon.

GAMBLING In some buildings there are gambling dens. Based on a race, just pick the odds you like and put your money down.

SMUGGLERS If you're approached by smugglers then you have the chance to make a quick yen.

CARGO You will have to buy food. 1 unit = 20 man weeks supply and 1 unit = 12 cannon shot. Once loaded with your goodies you can set sail - assuming that you've bought all the stuff (maps and stuff) that you need to travel to all the ports open to you.

NAVIGATION When choosing routes, take note of the time of year ('cos of the weather) and the safety of your trip. Other ships can enter the playing area and wind directions DO change. Remember that to make the best time you need the wind BEHIND you.

STEERING You must select the sail icons to increase or reduce speed and move the joystick up or down depending on what you want raised or lowered. Steering is done by selecting steering mode and then going left or right.

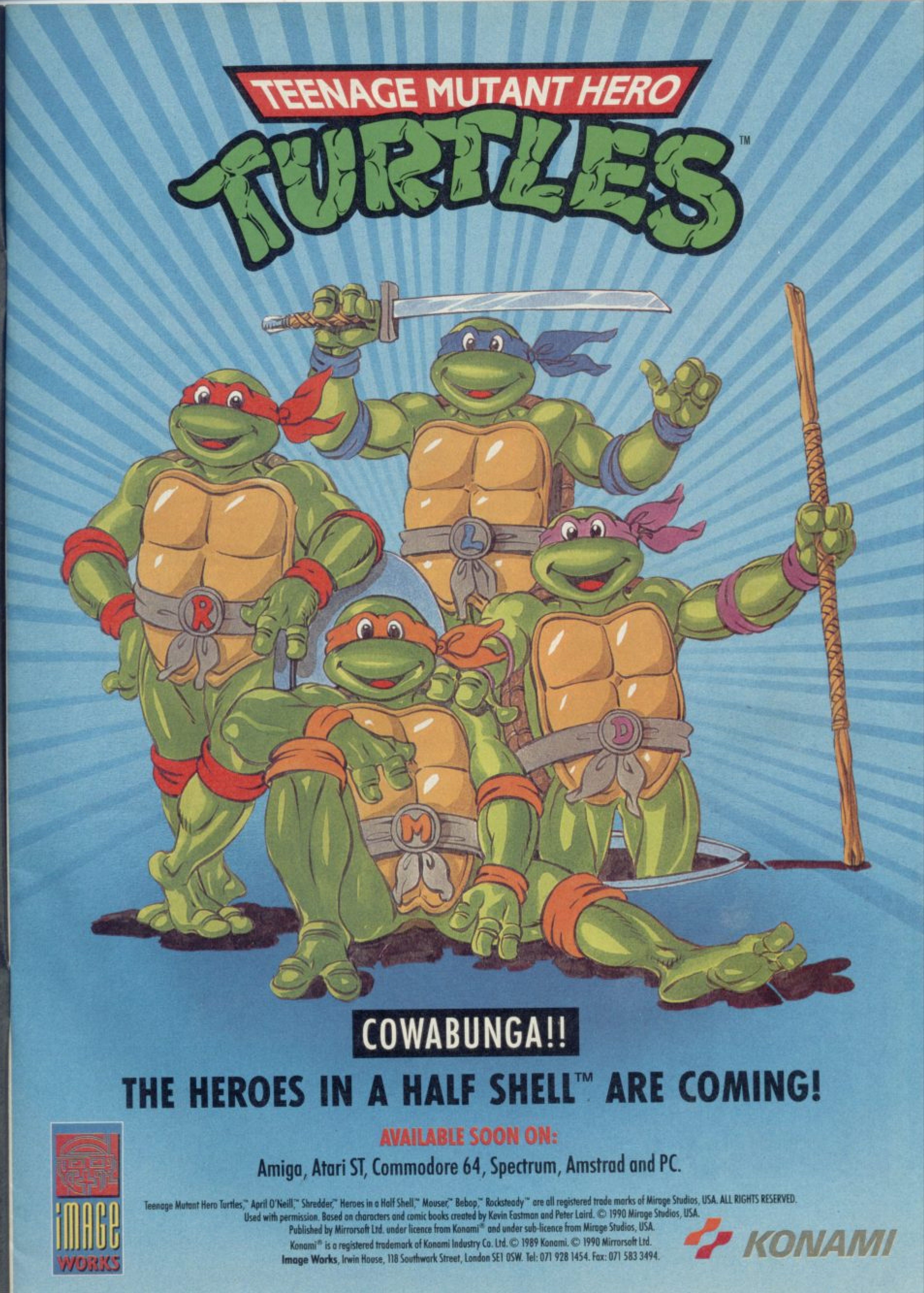
FOOD You must feed your crew on a voyage, by selecting the icon.

COMBAT Hii Yaaa! If you choose to be a privateer, then you'll just sail the seven seas looking for ships to attack. Once a ship's in your area, choose the combat icon giving you control of the guns. Sail into an attack position and press fire. You then will choose which cannon you want to use with left\right and change its elevation with up\down. Fire when ready Captain!

BOARDING Once you've disabled a ship, you can board it. Sail alongside and then try to kill the Captain. Each time you loose a life, you loose a crew member. If you're loosing, choose the ship icon to retreat. When fighting there's a choice of two weapons, assuming you've bought them - a musket and a sword. You're stamina rating is shown during fighting no stamina you're dead. Low stamina rating of your men shows that you've not fed them for a while. If YOU get boarded then kill as many of the pirates as you can. If you loose and only have one ship, then it's all over. If you have another then lady luck will decide if you survive.

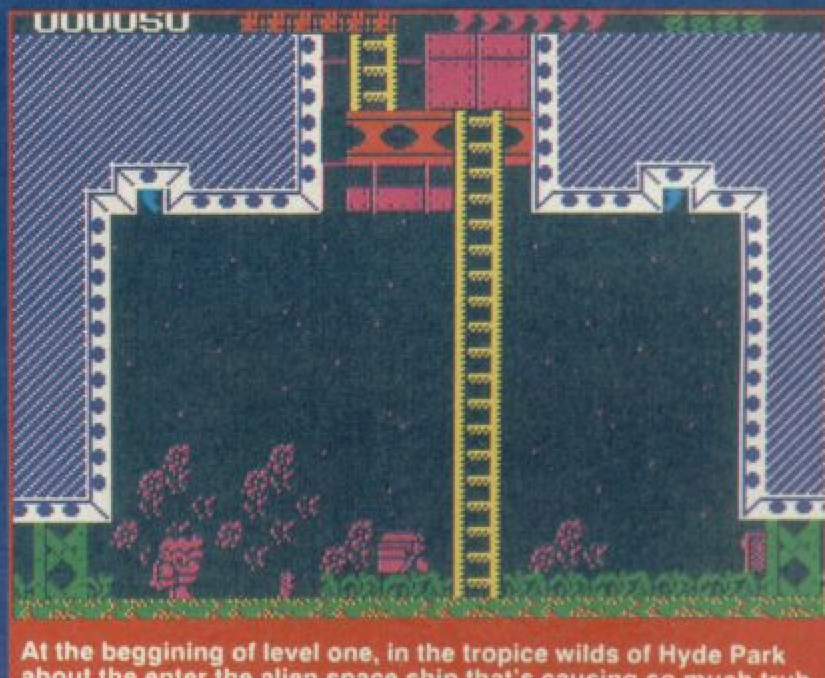
PORT Get to ports to trade the items to the warehouse and the bank that you have won/traded. After all, the idea of the game is to amass a fortune. If you have more than one ship in port when you return to Macu, you can choose which ship to set sail in next. You can also send your other ships to sea - well why not? They cost money whether you do or not!

HINTS It's easier to start off with the Lorcha ship. Build up slowly and use more than one ship.



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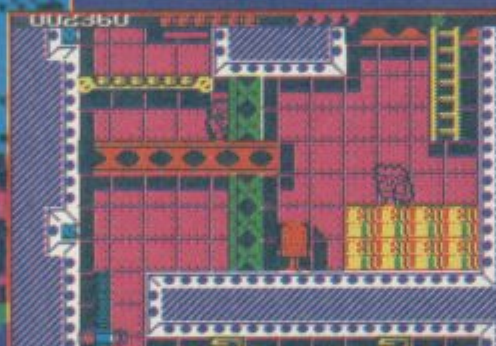
At the beggining of level one, in the tropice wilds of Hyde Park about the enter the alien space ship that's causing so much trub.

# RICK DA



Dangerous? I should cocoa! Drinking pints of lard, stuffing your gob full of cake, smoking 2000 Rothmans an hour. I tell you, when it comes to high blood pressure inducement all these activities seem positively healthy compared to vein throbbing frustration half an hour of Rick Dangerous II is liable to spark off.

It's a non stop tirade of full-on bad luck for Rick. Without even a chance for a cup of tea and a bit of a snack after his previous adventures, he's sent off to rid Hyde Park of a churlishly parked space ship. The idea's to get 'em off the planet and send them back to where they belong. Standing in your way is a whole lot of trouble from the aliens who'd much rather stay put.



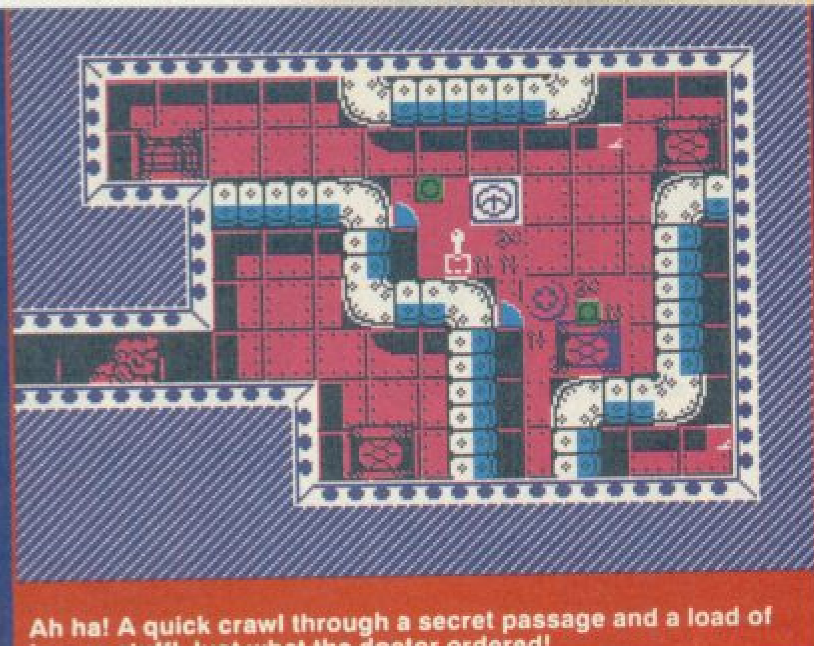
The control is much the same as it's predecessor though the space bombs supplied instead of dynamite can be slid along the floor delivering gellignite death to any bad guy stumbling onto one. At first the joystick control is a little tricky to get the hang of, especially if you're trying to launch off any bombs or laser zaps. Don't worry, it all makes sense after a bit of practice.

There's four levels for Rick to cope with, each of them chocked to the gills with all manner of devilish puzzles. Unlike a lot of games with such a huge content, Core have managed to




Here we are in the Mines of Vegetabalia faced with a tricky problem involving an umpty looking fellow and a great big ball.





Ah ha! A quick crawl through a secret passage and a load of bonus stuff! Just what the doctor ordered!

# NGEROUS 2

keep up the very high standard throughout. The same goes for the consistently excellent graphics. They're nice and colourful and very well thought out.

All in all very nice stuff, obviously designed by people haters. It's as dangerous as playing a couple of rounds of Pop!* Spend you money today!

*Pop!: An unpleasant game involving two dice, a vice and an area of the body usually referred to as "the nether regions".



**7 Very Dangerous Things**

1 Jumping off high walls.
2 Drinka-pinta-larda-day.
3 Tying tin cans to a tiger's tail.
4 Putting on eyeliner with a mallett.
5 Eating styrofoam.
6 Laughing at disturbed people.
7 Sitting under a cow.




Having just hit the blue footswitch to his left, Rick twiddles his thumbs waiting for the lift to come through the gap above!



## SCORES

| | |
|---|---|
| Graphics | 93 |
| Sound | 88 |
| Playability | 90 |
| Lastability | 93 |

OVERALL 92%

Yet more deadly dangerousness! Tap your old dear for a tenner today!

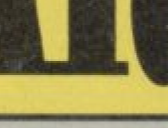
GARY LIDDON

# *Emlyn Hughes* ARCADE QUIZ

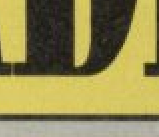
He's here, he's there, he's bloody everywhere. Emlyn Hughes, bon viveur, chum to the royals and professional jumper wearer, grins his way into yet another computer game. This time it's Emlyn Hughes' Arcade Quiz, a wild bout of pub trivia machine type fun for all that has you winning money that you can't buy beer with.

Traversing a lolly laden block map with your quiz cursor, the idea is to make your way from left to right answering questions in order to make it across to the win bar on the left hand side of the screen with enough money to enter the next level. And that would be just as easy as it's sounds if it wasn't for map constantly scrolling and pushing you towards the lose bar on the left.

Different looking blocks do different things (see the block stock), some helpful and other hateful, but the most common block to contend with is the question mark block which can only be passed once you've the correct answer to a 3 way multiple choice. You know the sort of thing:




**Money:** It's the name of the game and if you don't pick up enough of these you're out on your earole!



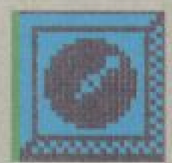
**Question:** What a pain in the rear parts. Hit one of these and you'll have some tricky trivia to deal with.



**Zapper:** Just what the doctor ordered! These doobries gives your quiz cursor amazing question hopping powers for a limited time.



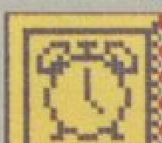
**Blocker:** Have one of these pop up your bottom as you're travelling the board and you'll get stuck!



**Spinners:** these throw you all over the shop. Very annoying when there's a row of them to get by.



**Fruit and Gems:** Collect these for extra cash, it's just like a fruit machine!



**Clock:** This one's a helpfull chap who'll temporarily pause the scroll giving you a bit of a breather.



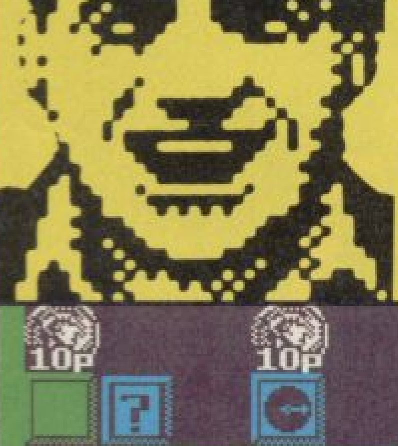
**Bomb:** Blamm! Hit the bomb block and heaps of questions vanish in a puff of pixels.

Once you've got to the win bar your collected cash can be banked in quick fire question round. Nerves of steel and brains of Bob Holness will get you money enough for the next level. Those of you with nerves of blancmange quickly end up in a Game over situation. Win loads of money Emlyn's bribable into letting you skip a level.









Despite the fact that any moolah you end up with at the end of game won't make your piggy bank fatter in the real world, it really is fun. More fun than selloptaping breadcrumbs to a window and watching birds bash their brains in.







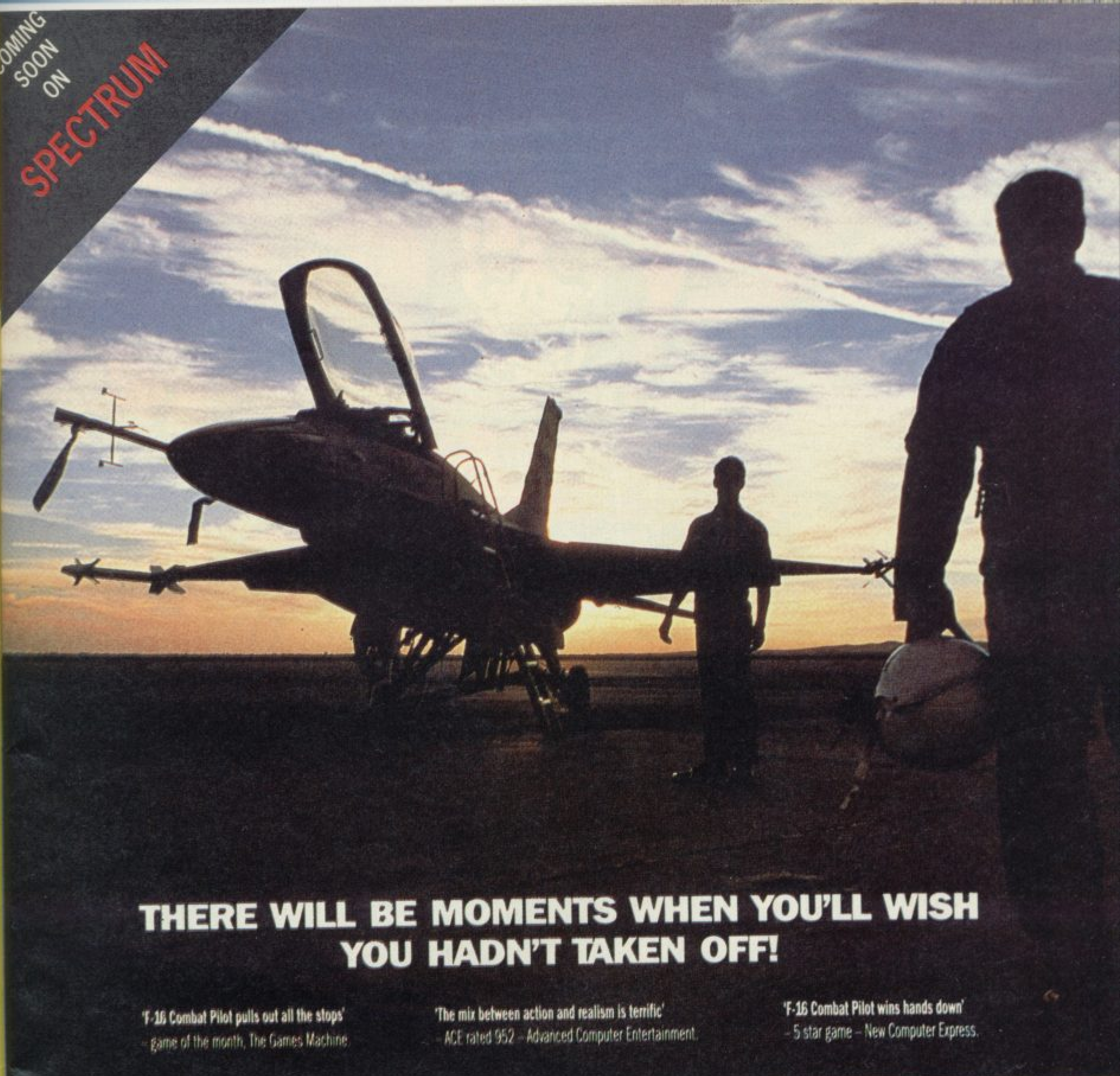
## SCORES

| | |
|---|---|
| | 68 |
| | 72 |
| | 89 |
| | 91 |

**OVERALL 92%**

**Totallly tip-top trivia. Fiendish, thoughtful and fun, fun, fun!**

GARY LIDDON




I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

# F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

*Order your F-16 Combat Pilot now, simply telephone (0276) 684959 quoting VISA or ACCESS credit card number, name and address.*



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# HACKING SQUAD

Garth, after Hacking above and beyond the call of duty, has earned himself a month's rest and recuperation from the untold strain of hack squadding. My name is Sergeant Toestamper, a mean, lean fighting machine put on this planet to get you Hack Squaders hacking fit.

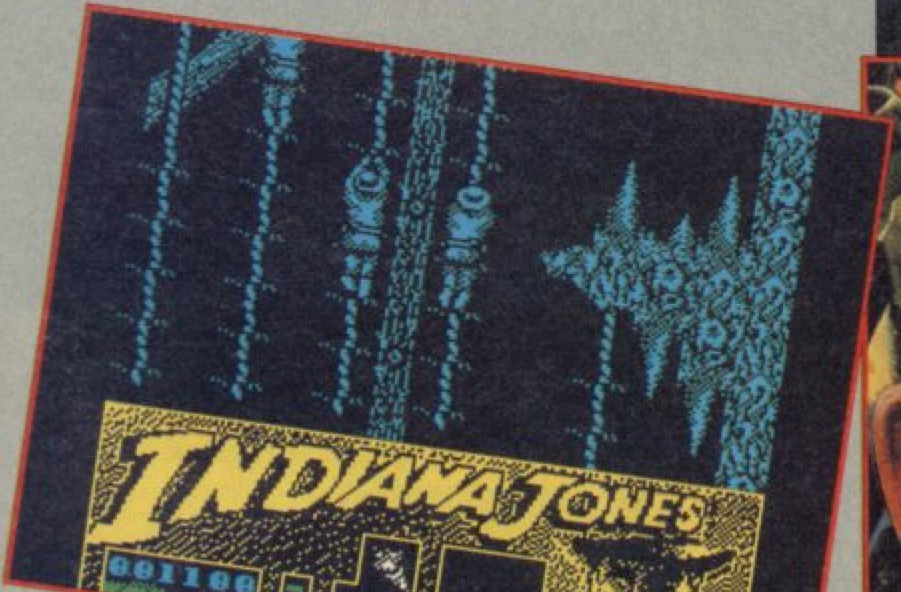
You 'orrible little squadders. I've been spending ages leafing through your letters only to find an embarassingly large amount of old tips, a lot of them alredy been printed in this column! You know who you are so just watch out or you'll be peeling spuds and polishing boots for a month of Sundays. Oh yes James Chiocchi, your mate John was dead right, you won't be getting a prize.

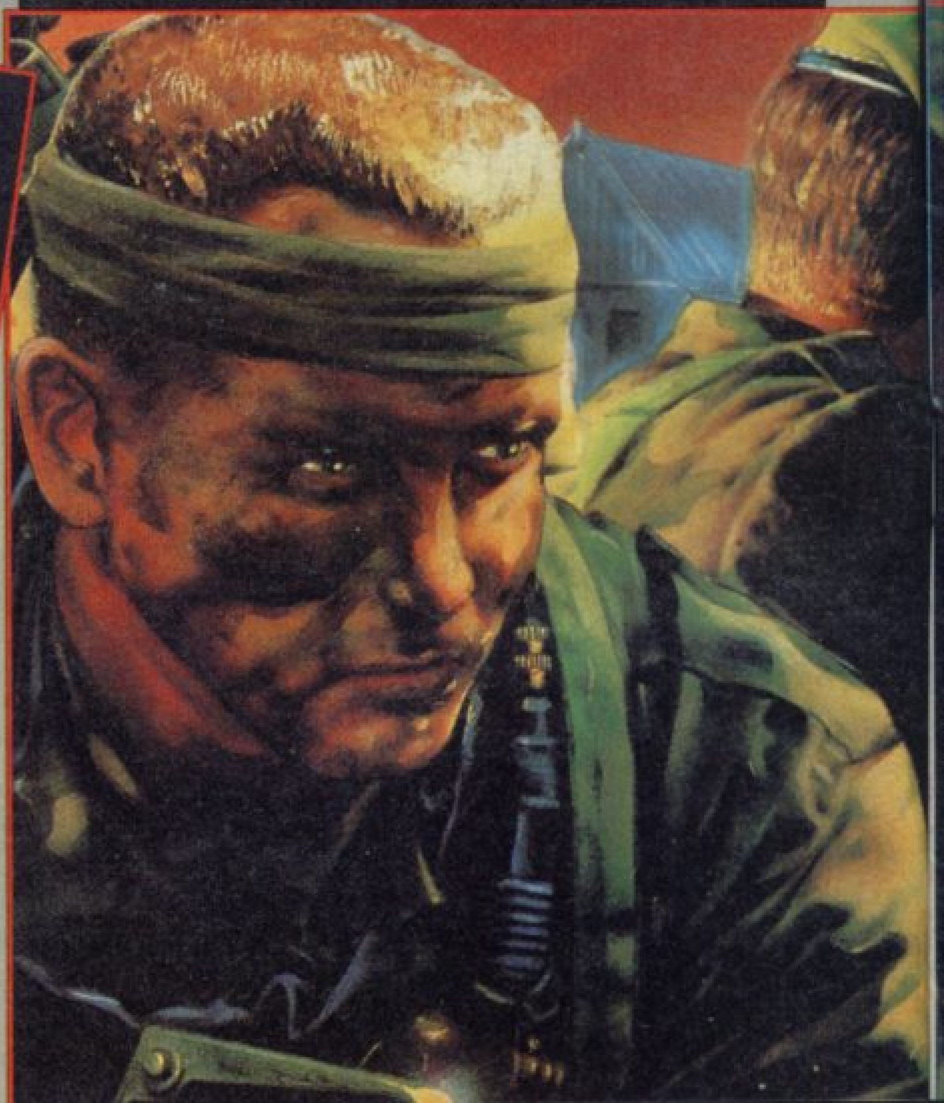
So Aten Hut, shine those shoes, button that button, snap that salute and it'll be back to Garth next month.



## Operation Thunderbolt

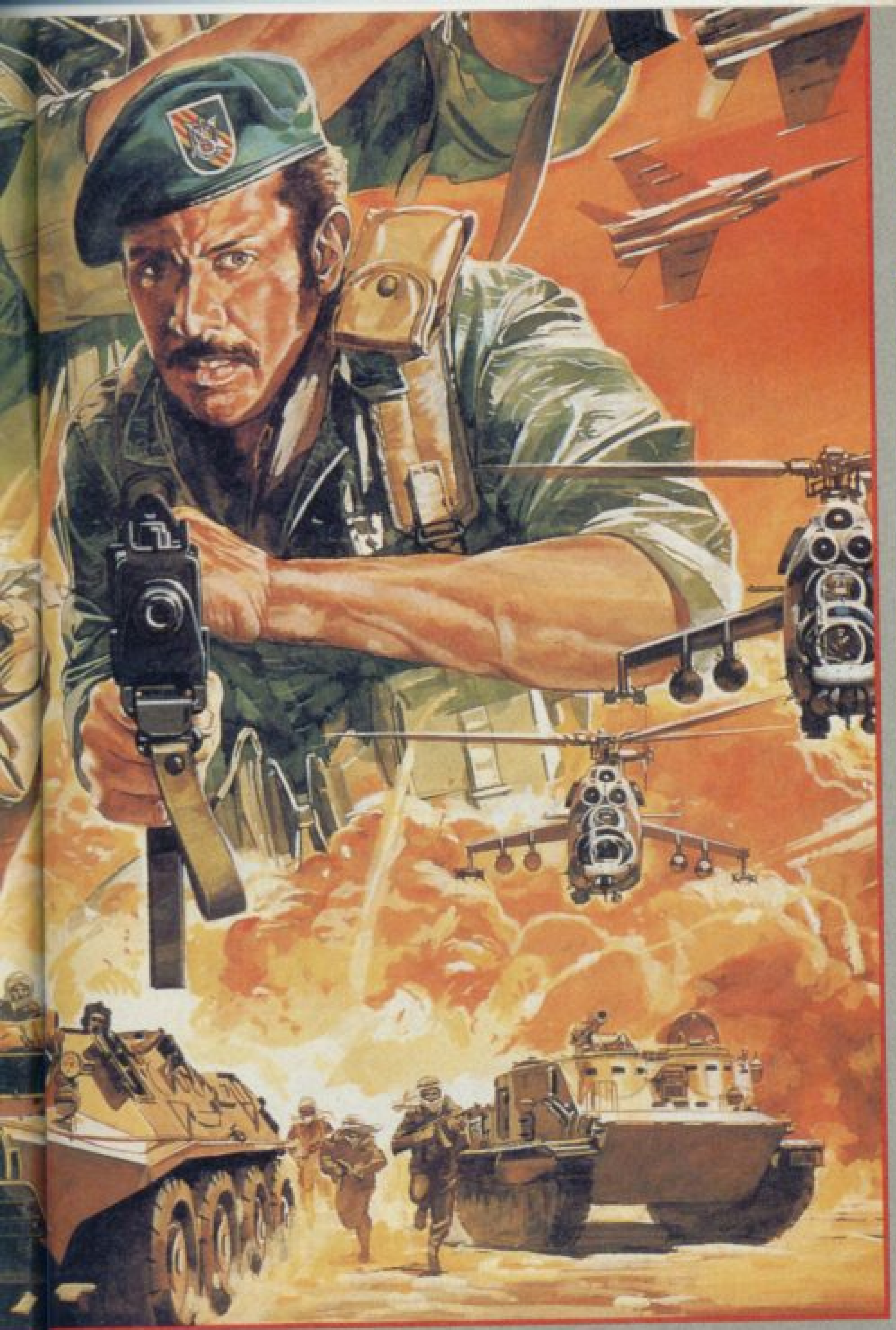
Thanks Kevin Saunders and all you seventy nine million others who sent in this Operation Thunderbolt tip. Type EFI into the highscore table and then pressing KEV during the game skips you to the next level.

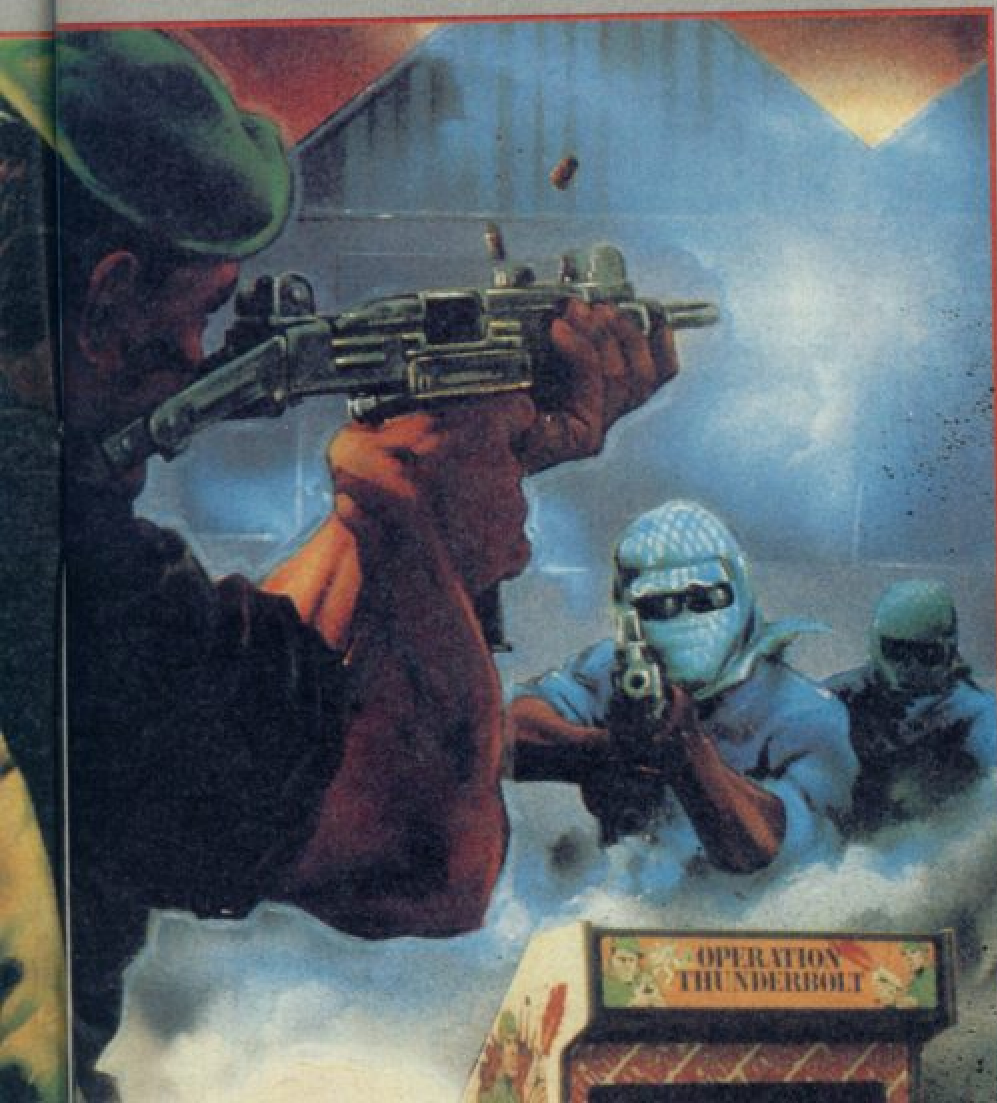


## Indiana Jones and the Last Crusade Action Game

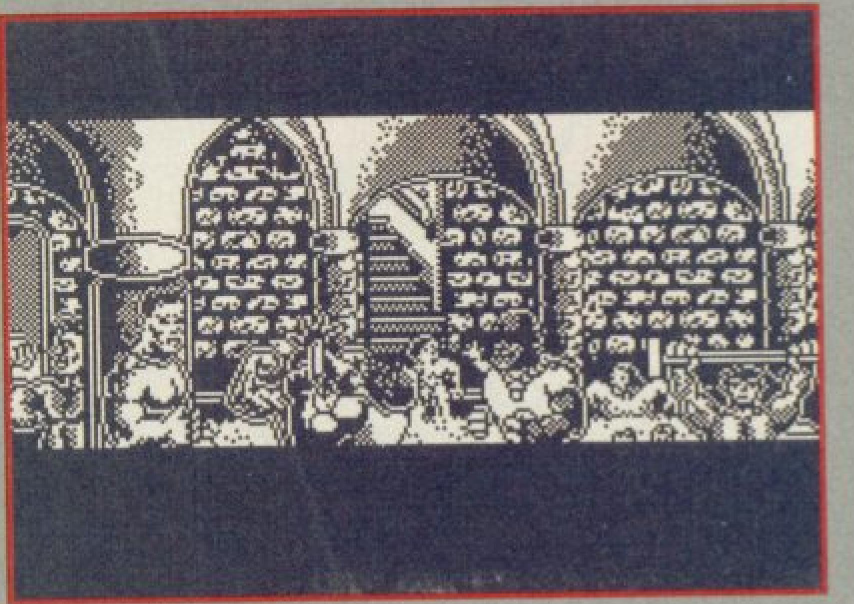
If Indy's latest adventures in his action game from US GOld has been giving quite a few of you funsters a bit of gip try this tip from Anthony Mills from Aldridge. On the title screen hold down the keys OTD and the border will change colour. If you press caps shift and 2 during the game you can now advance to the next starting point. Caps shift and 3 moves you all the way to the next level. Handy stuff.





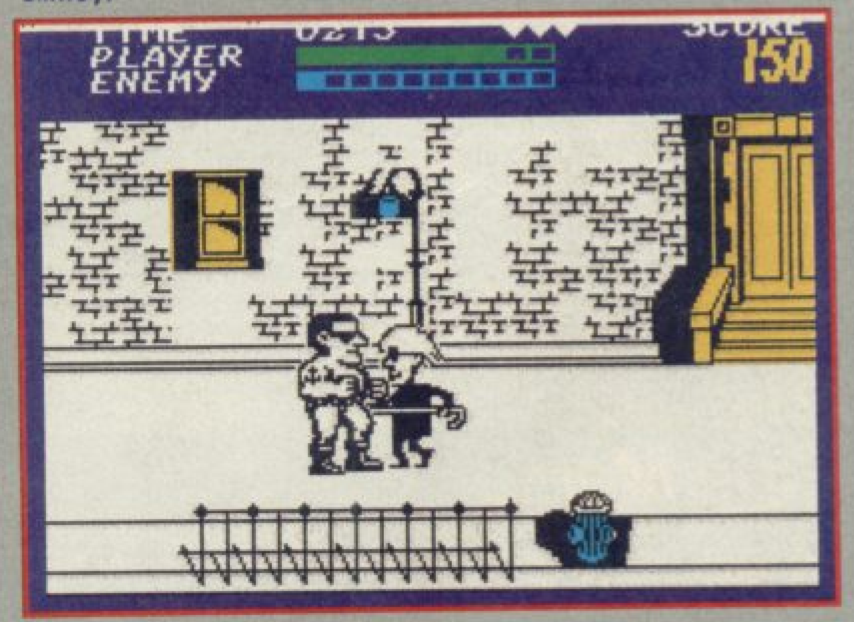

## Red Heat

Simon James telephonically transmitted us this handy tip for Red Heat (Ocean), at the beggining of the game hold down symbol shift and all the number keys at the top. What a tip, what a Geezer!



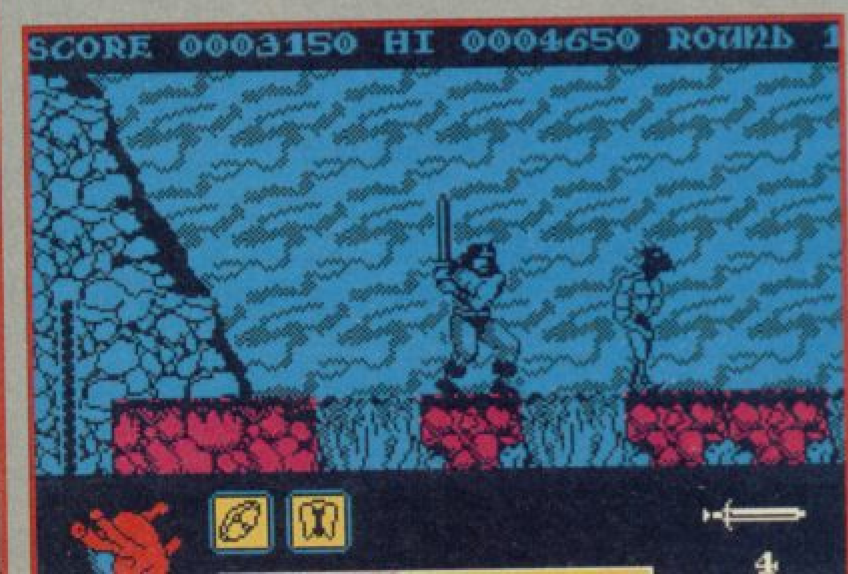
## Street Hassle

Ever had hassle with street hassle? Qualm yourself with this advanced tip from Wayne Burke, a Yorkshireman to the core. Whilst in play play press L and you get the option to skip some levels. Blimey!

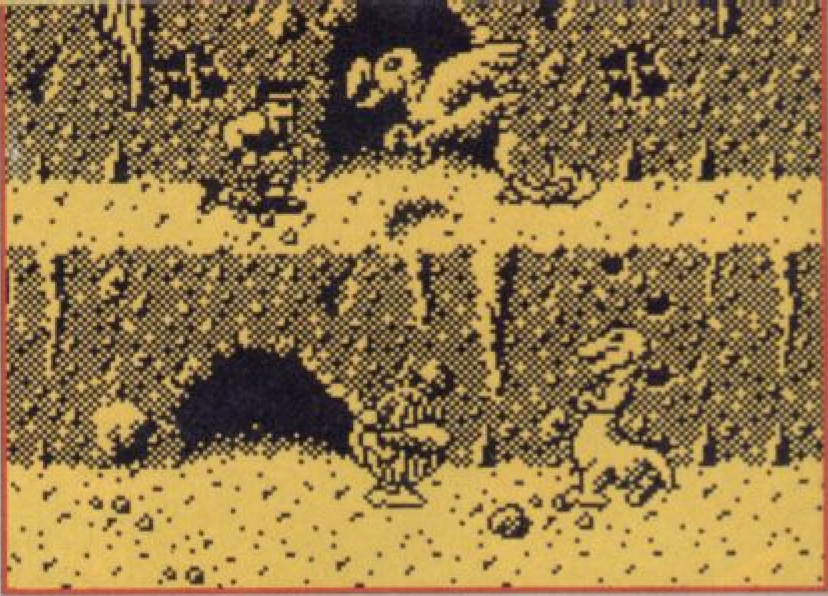



## Rastan, Cobra Force, Star Farce

Here's a few handy ones from Steven Cawood of Hull. Rastan will give infinite energy is you press Break and Space. Redefine your keys to SIMON in Cobra Force for infinite lives. Task Force goes infinite on the livesometer if the keys are redefined to CRASH (yuck) and Star Farce (a Mastertronic blaster) gives you handy bonus when the keys are redefined as TRONIC.



HACKING SQUAD






## Renegade III

Luke Baines advice for Renegade III is to hold down 1, Q, T, I, O on the title screen and the border should go a different colour. Choose your contols to start the game then press the keys 1, Q, T, I, O again to take your geezer onto the next level. Hacking squad card to that man.




## Hammerfist

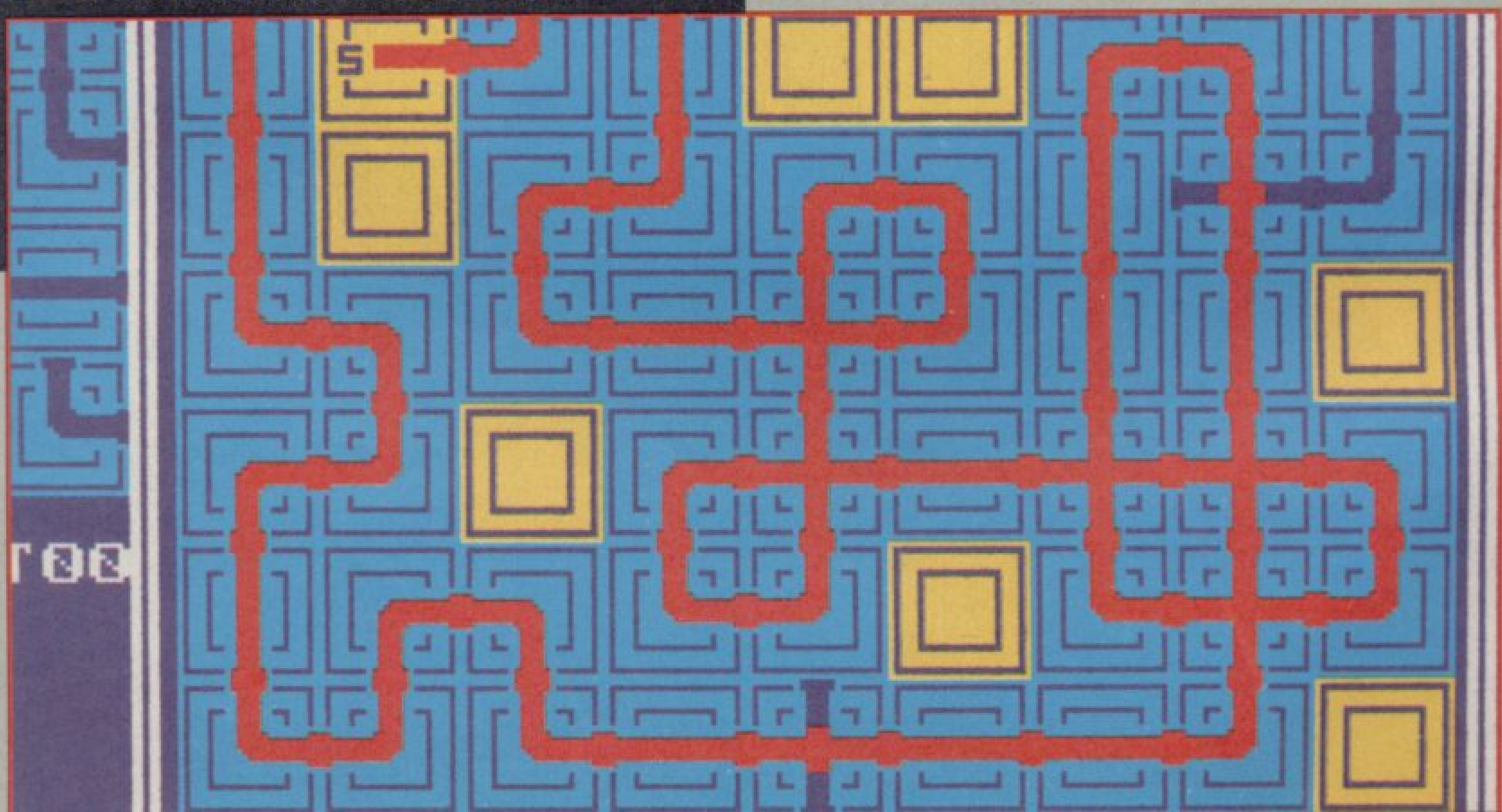
Now for some tips from the top about Vivid Image's game of the century, Hammerfist! There's a bit of a contretemps about this one. Mev Dinc, programmer of this classic, reckons all you have to do is pause the game, press YCY and then unpause, giving you the ability to skip to the next screen by hitting L. Garth Sumpter, dungaree wearing hack squad supremo, swears blind that you actually have to press NYC. Hmmmm. I never trusted anyone who dresses like a Rainbow presenter so Mev gets my vote but you be wise to try both combinations.

## Stuntbike Simulator

Stuntbike Simulator, a Rainbirdy sort of game, is prone to bit of a cheat according to Andrew Alexander of Buntingford. Start the game and when the hang glider and bike comes onto the screen press O, break and Enter. The level will automatically finish. Andrew's been having a hack at Gemini Wings (Virgin) and has these passwords to report: Level 2 eyeplant, level 3 whatwall, level 4 goodnite, level 5 skulldug, level 6 bigmouth and level 7 creepish.

## Pipe Mania

A number of you sent in passwords for Pipe Mania but Andrew Dunleavy of Burnley had the neatest handwriting so he gets the prize. Here you are Pipe Maniacs:
Level 5 DISC Level 9 NAIL Level 13 ONCE Level 17 ROPE Level 21 PENS Level 25 SLIP Level 29 EACH Level 33 RISE.





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# HACKING SQUAD

## The Race

This game's fallen foul Michael Hagan's hacking prowess. When the press "space to to race" screen comes up press Q,W,E,R,T,Y,U and the CAPS key with a space between pushing down each key. Then let go of all keys and press space. This'll give you 99 seconds to complete each level instead of 45.

## Manchester United

Simon Catlow of Lichfield says "When buying a player on the "Scout for a Player" screen select your player and bid 5,250,000. Your offer will be accepted. Also, when playing a match press down one of player 2's keys. The game gets it into his head that someone else wants to play and all it's men, apart from the goalie, will stand as still as sausages.". Should make Manchester United the game a bit more on the easy side.




Dave Maher sent in the tips for the below two games:

## Myth

When it comes to giving Niohog the good kicking he so achingly deserves shoot him a few times (run into range, fire then run away) and then go left to kill some trolls. When you get back to the baby dragon he will have a hole in his throat. Throw a dagger in to cause him some terminal agro.

## World Cup Soccer Italia '90

When the opposition is shooting and moves right, get you goalie to the right as far as he goes. The striker will shoot wide. This also works if the striker moves left.

## Gryzor (48K)

Deepak Thuse, age 12 years 1 month, has some handy Gryzor tips. It only works on the 48K version so if you've got a 128K machine load up the lesser version. Right then, complete level 1 and then load the second level and then lose all your lives. Choose restart when given the option and then load level 1 again. By the powers of the great God Bob Cheat you'll now have an infinite amount of lives even though the lives counter on screen won't reckon so.

## Chronos

Ever been spent a bit of too much time with Chronos. Get yourself into that high score table and enter JING IT BABY (don't forget that's got to be in capitals) and you'll have yourself a freebie Megabeam. Cheers Jim Tamangan of E13.

## Target Renegade

Here's a Target Renegade tip that'll earn Arron Gornal a meaty prize. When it get's to put your name into the high score table time press space until the name that appears is disappeared. Press enter and next go you'll have an infinite amount of lives.

## Rick Dangerous 2

Just to get you into the flow of things in Rick Dangerous 2, level one, here's a few tips to get your noggin ticking the same way as those sadists from Core Design:

1) On the first screen run straight to the right without stopping, the lasers will fire and miss you.

2) Shoot or dynamite the robot that climbs down he ladder towards you. Run across this screen and use your dynamite to blow up the door at the bottom right. Go through the blown up doorway for a bonus screen.

3) Go back out to left to the foot of the ladder that will take you into the alien spaceship. Climb straight up the ladder without hesitation and the lasers will fire and explode behind you.

4) Climb the next ladder almost to the top, but wait at the top of the ladder to time your way past the electrical fizzle that goes over your head. Go to the left from the top of the ladder and punch the wall button on the left hand wall. Doing this will switch off the laser to the right of the screen. Crawl underneath the electric fizzle and exit to the right.

5) Shoot the next two robots, climb the right hand ladder and punch the right hand wall button, this will set the left hand moving platform in motion.

6) Step onto the moving platform and duck as you get to the top of it's motion to avoid the laser firing above your head. Crawl right until you get to the bottom of the pile of canisters. Hop onto these and collect the bullet bonus.

7) Jump onto the ladder above you and climb to the top . Punch the left hand button, not the right one as the arrow indicates. This switches of the laser that fires above the robot's head on the left.

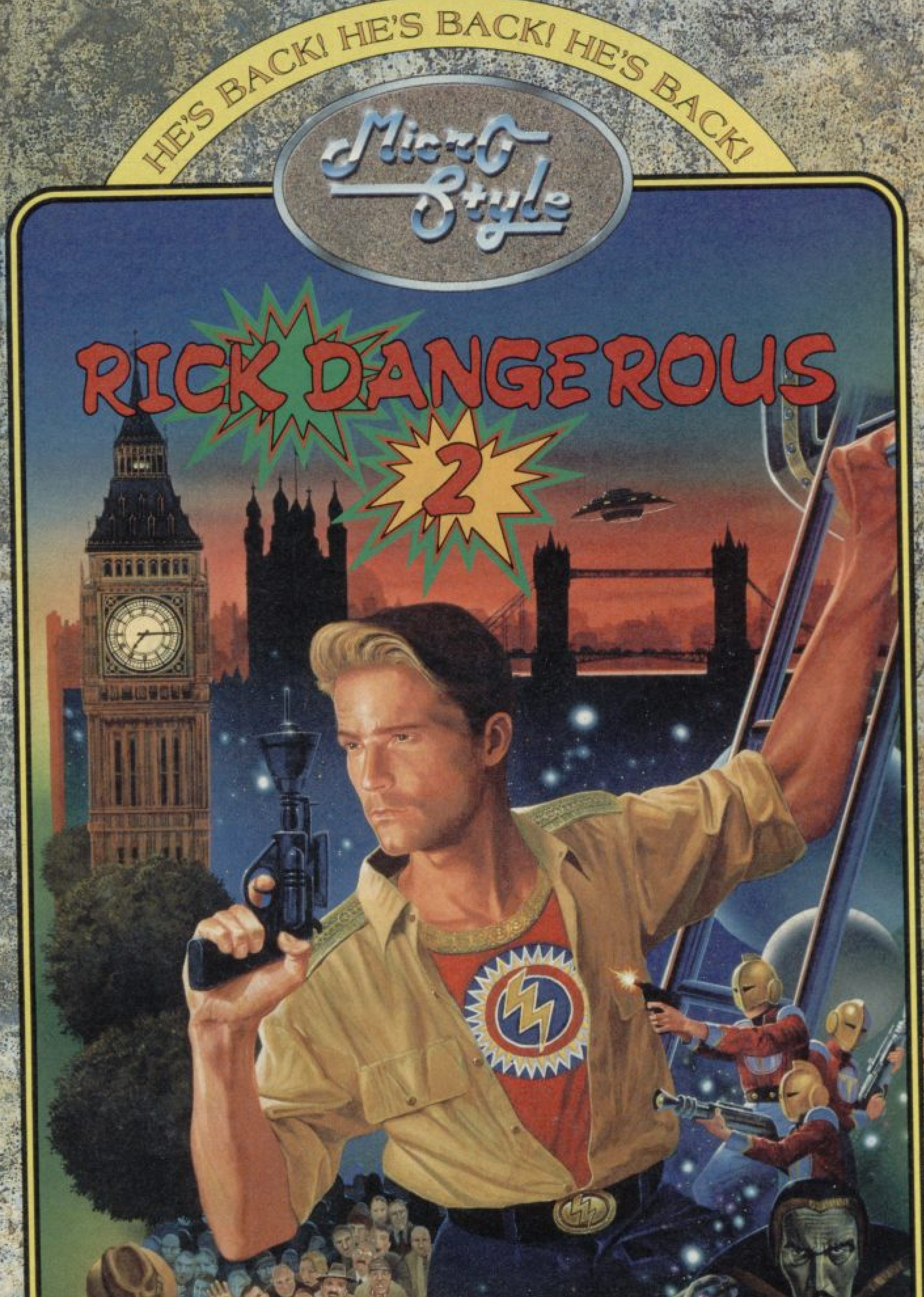
8) Climb back down the ladder onto the canisters, jump left and shoot the patrolling robot. Jump straight up and climb the silver pipes to the next platform. Step right and wait for the robot to climb down the pipes above you. When it drops to your level, shoot it.

9)Dynamite the two metal doors to the right of you. The second door will require you to slide the dynamite towards it since you can't crawl and drop dynamite. Crawl right and exit the screen

10) Collect all the bonuses in this subscreen and then exit left. If you die in the rest of the tower, you be reset to the entrance from the bonus room. That should take some of the Danger out of a small portion of the first level.








Rick Dangerous II.

The Man in the Hat is Back..

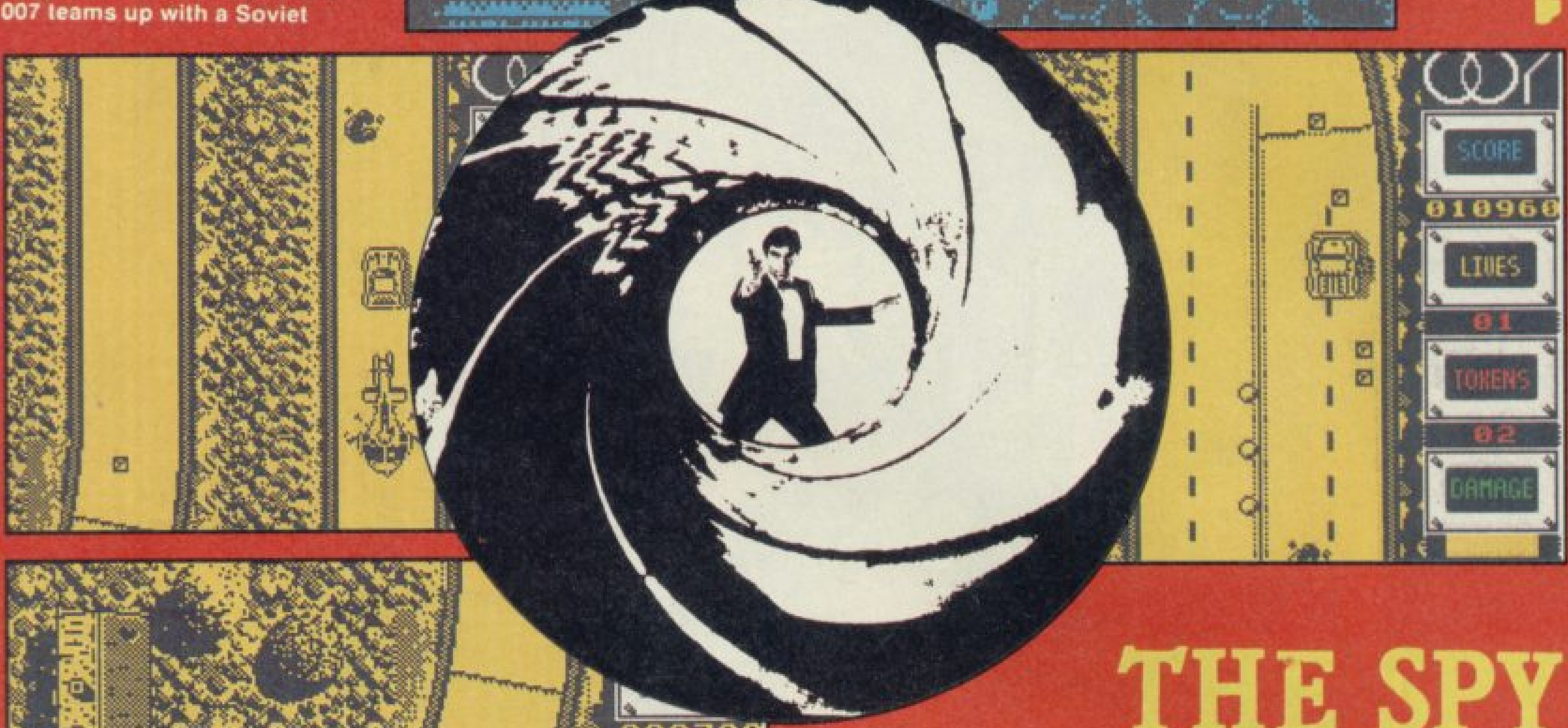
IN A FLASH !

# 007 THE SPY WHO LOVED ME

Domark's habit of bringing out James Bond film licence games several years after the film has appeared is pretty disconcerting, but in the case of The Spy Who Loved Me, things aren't so bad, since the movie was on the TV only last month (and in fact seems to be on every other month).

You may or not remember the plot; this is the one where 007 teams up with a Soviet agent, Anya Amasova (which translated from Russian means Hot Bit of Skirt) to see off web-fingered loony Karl Stromberg, who plans to start a nuclear war by kidnapping two submarines. Bond and Amasova have to penetrate Stromberg's seabase Atlantis, with the help of a Lotus Esprit which has the handy ability to work underwater.









## SCORES

| | | |
|---|---|---|
| | 78 | OVERALL 72% |
| | 80 | |
| | 77 | |
| | 70 | |

This one will leave you shaken but not stirred; A competent movie licence.

CHRIS JENKINS



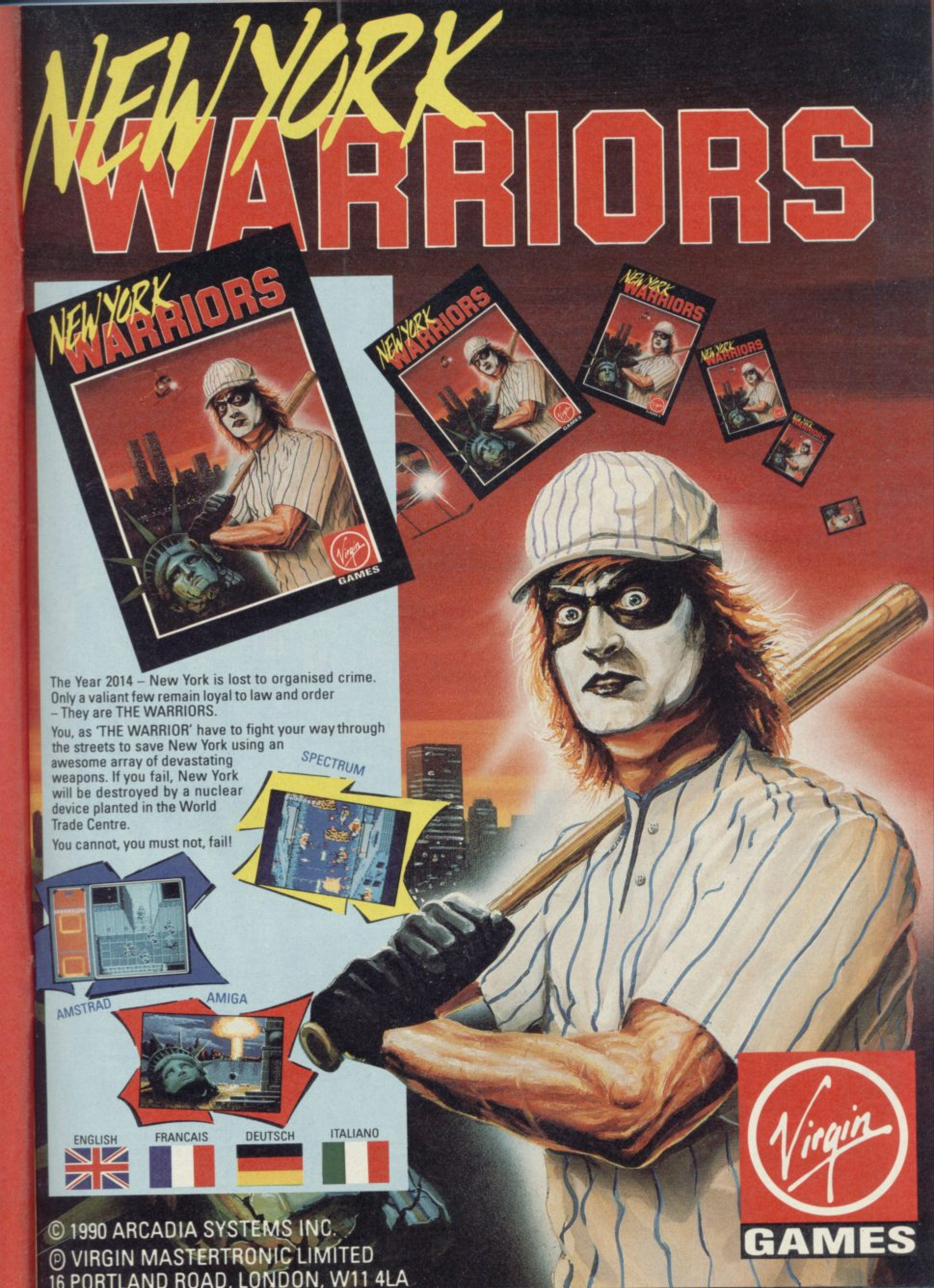
The game reproduces four sections of the film; a race to the coast in the Lotus, a journey to Atlantis by speedboat, an underwater attack on the base and a final journey by jet-bike.

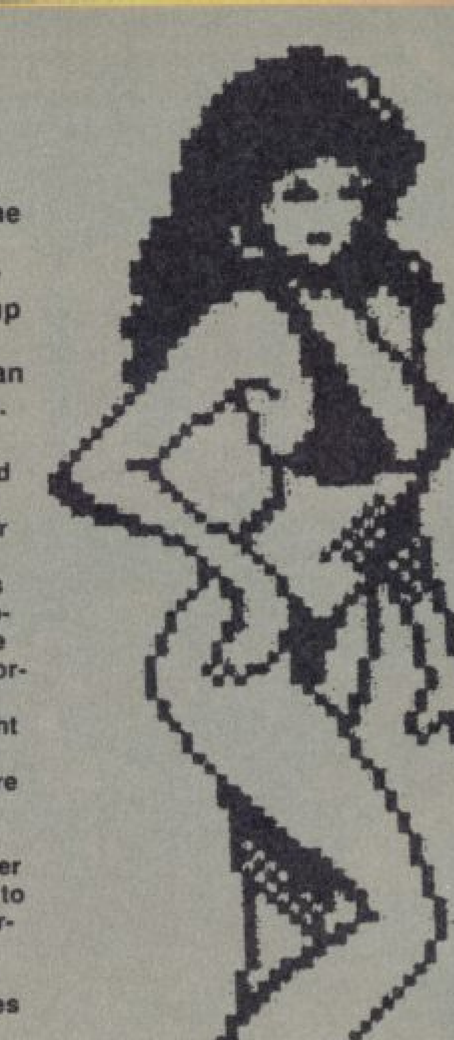
In the first section the vertical scrolling is fast but none too smooth, and though the background details of the roadside buildings viewed from above are decent, the Lotus turns a very funny shape when you turn corners.

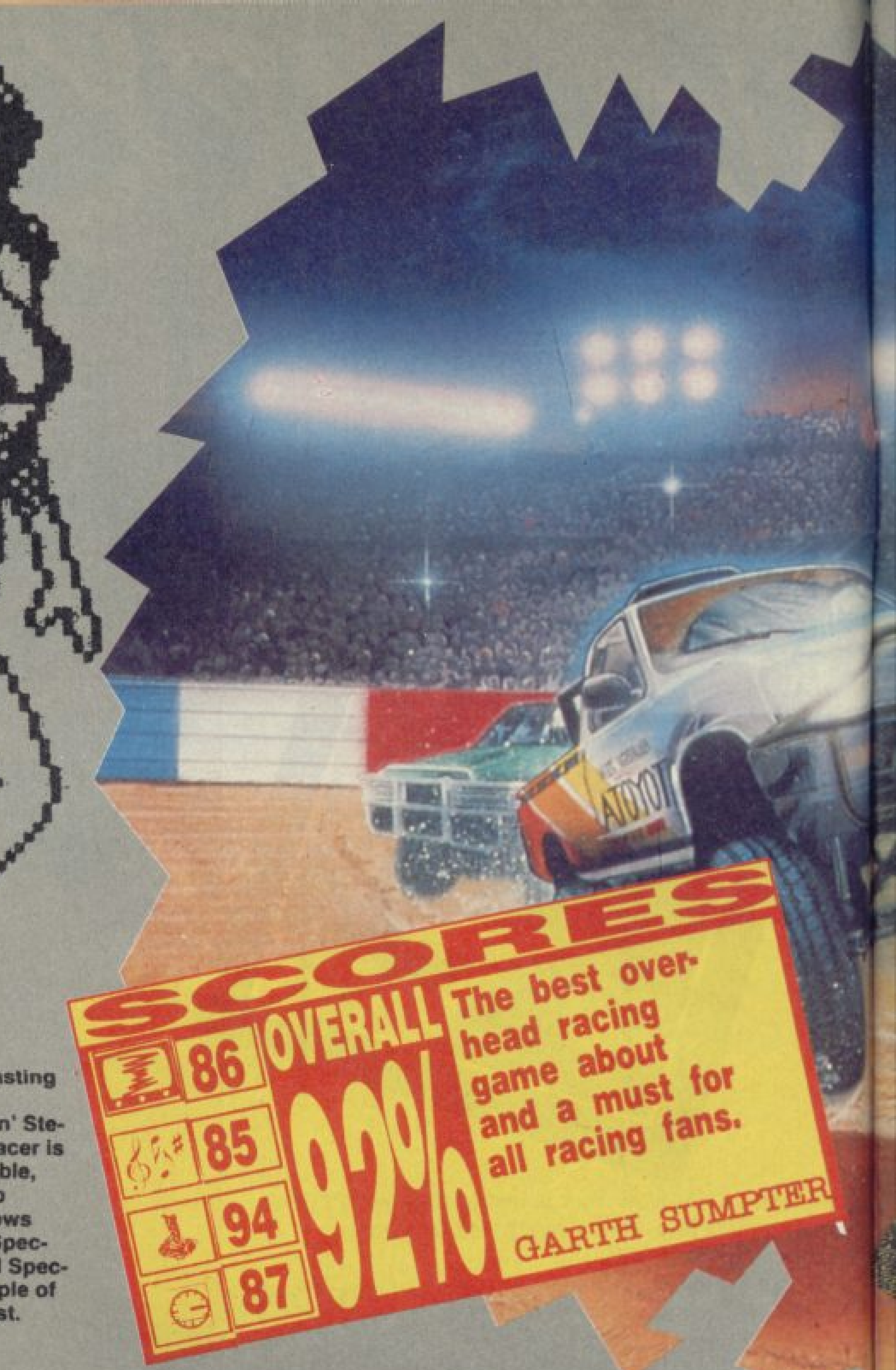
The idea here is to race to the coast as fast as possible, avoiding pedestrians and bollards, slowing down for crossing oil slicks and collecting tokens which entitle you to extra weaponry in later stages. Then it's a virtual repeat, this time in a motorboat, but this time you have to avoid jetties and hit ramps to leap over obstacles. Trouble is, if you steer the wrong way around a jetty, you'll tur.. into a dead end, and you can't back out.

Next there's another road race where you're attacked by helicopters, followed by the underwater routine in which you fight off enemy frogmen and subs, and finally the jet-bike section which I admit I haven't yet reached, but which I think we can all imagine.

Not at all bad in most ways; the impressive arrangement of the Bond theme music adds to the atmosphere, and despite the absence of the anti-hero Jaws from the Spectrum version, The Spy Who Loved Me must qualify as one of the better Bond movie licences.


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WARRIORS
NEW YORK
WARRIORS
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GAMES





Leap into the cockpit, turn over the engine, hit the gas and squeeze the pedal to the metal. Ivan 'Ironman' Stewart's Super Off Road has you racing up and down dale in Virgin's conversion of the American coin op of the same name.

And it's actually really rather good. You, and a friend if you have one) race around eight different tracks in a four wheel drive car adding nitro, new suspension and all sorts of add-on gizmo's as you progress through the tracks. The game is simple and straightforward. You must compete against 3 other cars over eight tracks. Seen from above, the two human controlled cars are shown with either a white or black pennant flapping from the aerial and you simply steer then around the track, trying to avoid axle-breaking rough terrain.

You start of each season with no money, and three lives and race for cash prizes in each race, $100,000 for first place, $90,000 for second and so on to forth position but beware! Each time a computer controlled car comes in ahead, you loose one of your three lives. At the end of which you can spend your winnings at the awards screen to improve tyres, suspension, top speed, acceleration or top up your nitro.

As you race, money bags appear on the track. First car over it collects the cash. Similarly with the tubes of Nitro which you use immediately with a quick jab on the fire button, sending your car blasting forward for a wee bit.

Overall, Ivan 'Ironman' Stewart's Super Off Road Racer is brilliant. It's highly playable, addictive and has superb gameplay. The game shows what can packed into a Spectrum and is a must for all Spectrum owners as an example of Z80 programing at its best.

## SCORES

| | |
|---|---|
| Graphics | 86 |
| Sound | 85 |
| Playability | 94 |
| Lastability | 87 |

**OVERALL 92%**

The best overhead racing game about and a must for all racing fans.

GARTH SUMPTER

SINCLAIR USER CLASSIC

# IVAN 'IRONMAN' STEW




Steve Turner, was the team leader for Grafgold on the Spectrum version of Ironman. Steve has been programming on the Spectrum from the year dot and is known in the industry for his fanatic knowledge of Z80 machine code which is the of the staple diet of the Spectrum Central Processing Unit (or CPU). His being clued up in Z80 shows in titles that he's worked on; 3D Space Wars, Seiddab Attack, Lunattack, Avalon, Dragontorc, Quasatron and Ranarama are all fiendishly good Spectrum games.

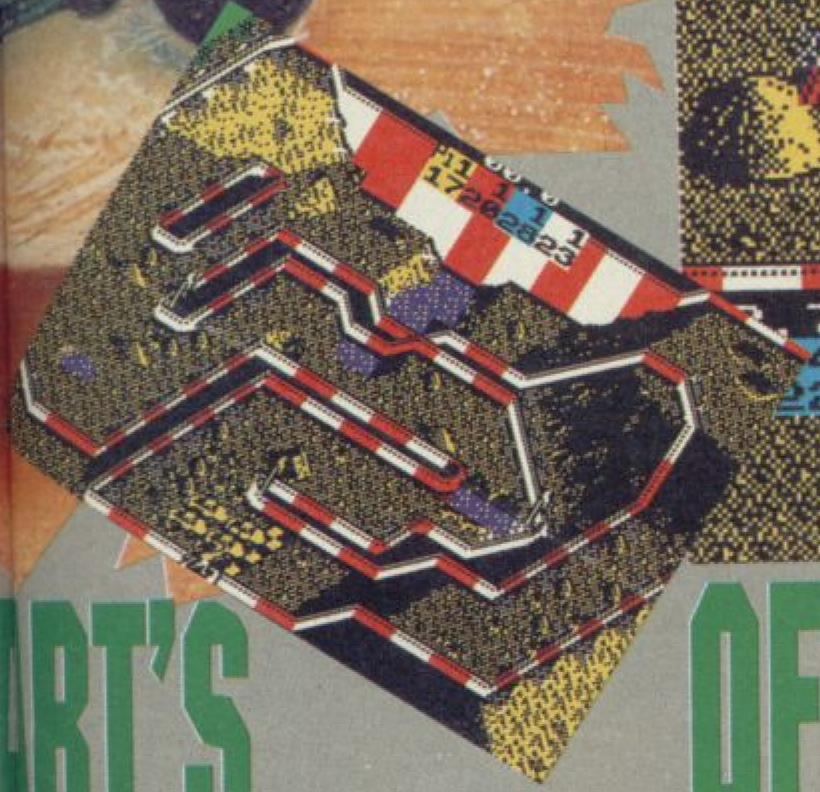
With such a host of good games behind him, it seems that Ironman could only be a success. After reviewing the game it seems that it will be - but the project wasn't without



Ivan 'Ironman' Stewart, is a Californian, off-road racing specialist who began his career in 1971 racing a Class 1 buggy. In 1983 he joined the Toyota Factory Team and has enjoyed the association with them to this day, driving an off-road truck in stadium short courses as well as the long distance events where competitors drive non-stop for 250 miles through the deserts of the South West and Mexico. He received his 'Ironman' nickname when after winning a few of the Baja 500 or 1000 championships (a race held in Mexico) Stewart would receive the Ironman award.







# ART'S OFF ROAD RACER

its problems.

Steve: "Most of the problems on the Spectrum were memory problems and I didn't want to use a multi load system so I had to redesign the packing (or compressing of the graphics) of the track data. It's a 3D terrain which all has to be defined. The arcade machine uses 9K of data per track and with 8 tracks this would take up 72K of memory. There's was no way we could use all this on the Spectrum.

SU: So what happened?

Steve: We had to invent a way to get all this data into the Spectrum. We eventually got it down to 4K. The other massive problem was that the arcade machine uses over 400 sprites. That too we managed to reduce to 112.

SU: Wouldn't it have saved a lot of work to make it 128K only?

Steve: It's essential to get the games down to 48K because publishers want a product that everyone can use. There is a 128K version, but the memory is used mainly for music and effects.

SU: Now Ironman is finished, how do you feel?

Steve: I'm very pleased with the overall result. It's far faster than i believed was possible. The collision detection is quite precise - each wheel is calculated for separately, it's position in space, collision or not and then the car body is replaced to give the best effect.

SU: You're now moving onto 16 bit programing. What do you think of the Spectrum?

Steve: It's a very important machine because it allows people to explore different formats. Even the ST nowadays has a very small CPU screen size ratio. How fast your CPU is in relation to the size of your screen memory is important when writing games. The Spectrum is actually very good in this respect and beats all other games computers except the Amiga because of the blitter.

SU: Ah, but isn't that a hardware cheat to speed up the CPU?

Steve: Well yes, but we're now moving towards hardware solutions to the fact hat CPU's aren't fast enough to cope with the size of screen memory that they're being asked to push around. Now if I were to fit a blitter to a 128K Spectrum.......

At this point, Steve 'Mr Spectrum' Turner, went glassy eyed and started mumbling away in machine code so we decided to leave him....



# NEW YORK WARRIORS



If you can explain to me why the cover of this game shows a man in white clown makeup wielding a baseball bat, I'll be eternally grateful. It's a pity the artwork is such plop, because I know some people still buy games according to what's on the cover, and New York Warriors deserves a lot better than this.

Imagine a game based on a cross between John Carpenter's movies Escape From New York and They Live, and you've got roughly the idea of New York Warriors. The year is 2014, and a ruthless criminal ring, C3C, almost dominates America. Only The Warriors, immune to C3C's mind-bending drugs, remain to fight; but now in an attempt to flush out the Warriors, the baddies have rendered all of New York unconscious and planted a nuclear bomb in the World Trade Centre. Your task is to reach and deactivate it in time.

The top-down perspective graphics show the background of New York's parks, subways, bridges and slums; you fight your way through them shooting everyone, C3C thug or apparently innocent civilian who might prove to be dangerously violent. The multi-way scrolling allows you to explore in all directions, but the exit to the next level usually seems to be straight up.

The graphics are great, the animation fine, and the action relentless; gun-toting Rambo types leap out with Kalashnikovs blazing, sleeping bums jump up and let rip, and explosions tear the streets apart. Hang around anywhere too long and jet-packers fly across dropping bombs - you can't shoot them down, so your only option is to run like buggery.

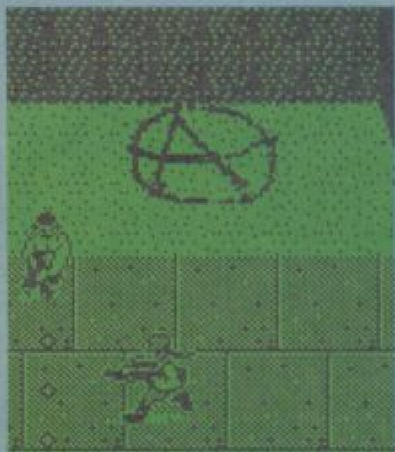
Along the way you'll find the inevitable extra weapons; the first, a multi-way firing assault rifle, you'll need to fight your way across the heavily defended Brooklyn



SINCLAIR USER CLASSIC

## SCORES

| | | | |
|---|---|---|---|
| Graphics | 89 | OVERALL 90% | Non-stop slam-bang arcade action. Bone crunchingly brilliant. |
| Sound | 76 | | |
| Playability | 89 | | |
| Value | 90 | | CHRIS JENKINS |






Missile launchers, flame throwers and grenade launchers are found later on; without them, you'll probably be pinned down in a crossfire and be unable to proceed without losing a life. Sometimes you have to make this sacrifice, as the few seconds of invulnerability allow you to pass some otherwise impossible obstacles, but you don't have many lives to play with.

I have a strong suspicion that you aren't going to finish this one without the help of a friend - in two-player mode, both players appear on screen simultaneously, with the progress of the first limited by the current position of the second, if you follow me.

It's the quality of the graphics and the attention to detail which really score - rats scuttle across the roads, explosions bloom like fiery flowers, and the snarls on the faces of the thugs are truly scary. Like Ikari Warriors on laxatives, New York Warriors will really get you going.

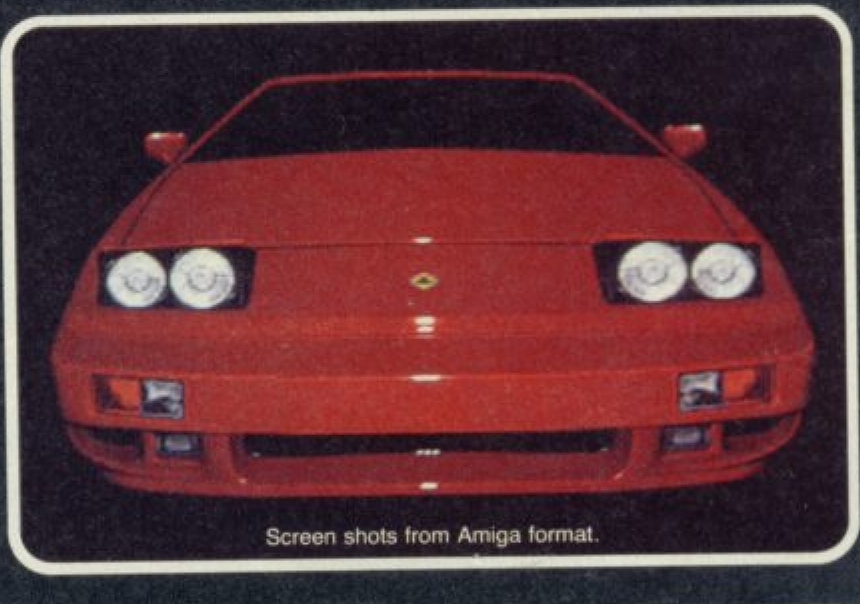
# LOTUS ESPRIT TURBO CHALLENGE











Screen shots from Amiga format.









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Gremlin Graphics Software Ltd.,

# TIGER ROAD



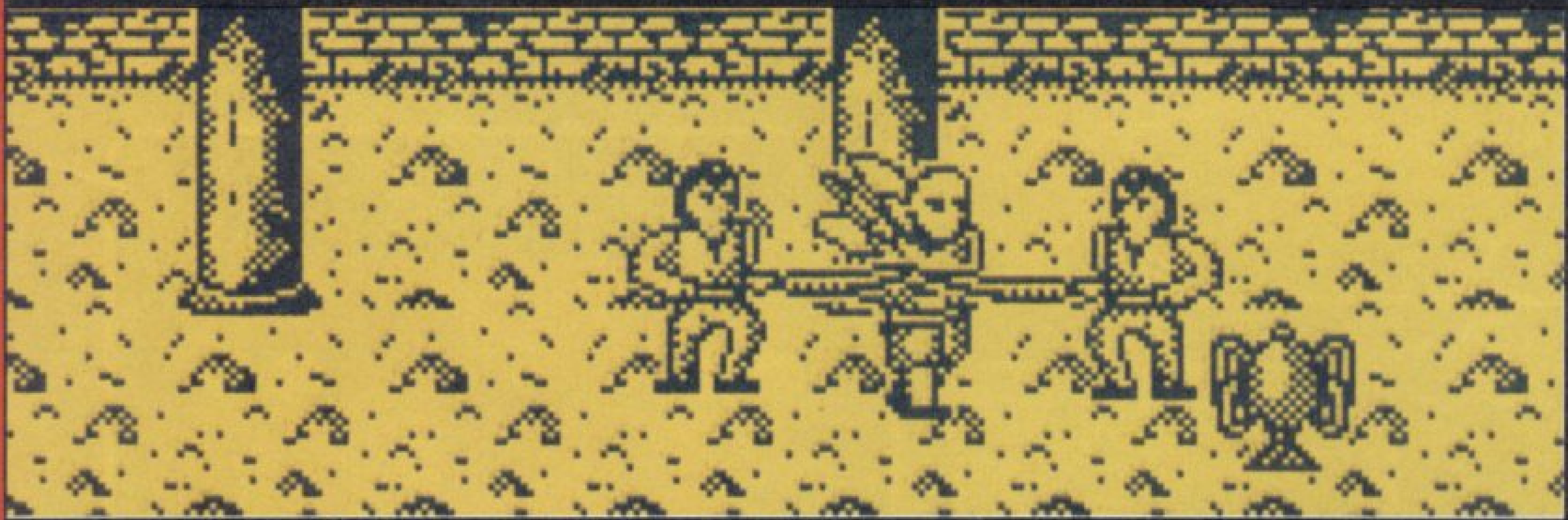
It's a funny old life, y'know. One minute, you're sitting there, twirling your katanas (ouch!), the next, you're hunting down a load of kidnapped kids. Worse than that, you've been lumbered with a name like Lee Wong! (What's wong with that? - Garth)

It seems this bloke Ryu Ken Oh (oh?) has brainwashed the lot of 'em, to turn into his private army. So off you go like the mad fool you are, to defeat Ken Oh's many minions, grab loadsa goodies, and kill a few people (ha ha, what fun). This involves running around a horizontally scrolling landscape, jumping over obstacles and basically hammering like mad on ye olde fire button.

Much-needed energy can be found along the way, as well as additional weapons (which all seem to be about as useful as a chocolate kettle!). It's all against the clock, and if the timer hits zero, or your energy runs out, one of your












three lives is history.

And that's about it. Honest, there's not really that much to Tiger Road, except leaping around, hitting things, picking things up and throwing the joystick out of the window - the coin-op it was converted from wasn't exactly the most awe-inspiring thing ever and its unfortunate Spectrum little brother has spartan graphics, jerky, odd-looking sprites and sound that consists of a few bleeps and bloops. The worst point is the gameplay, nothing really happens to get the old ninja magic flowing and is as interesting to watch as Paul Daniels (You may like it - but not a lot!)

Overall, pretty naff stuff, even for £2.99. If you're desperate for a hack 'em up, take a look at the excellent Rastan instead.

## SCORES

| | |
|---|---|
| | 56 |
| | 35 |
| | 51 |
| | 44 |

**OVERALL 46%**

**A poor game from a poor coin-op. Don't even touch it with someone else's computer!**

ROB 'MAD DOG' SWAN


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# SHO

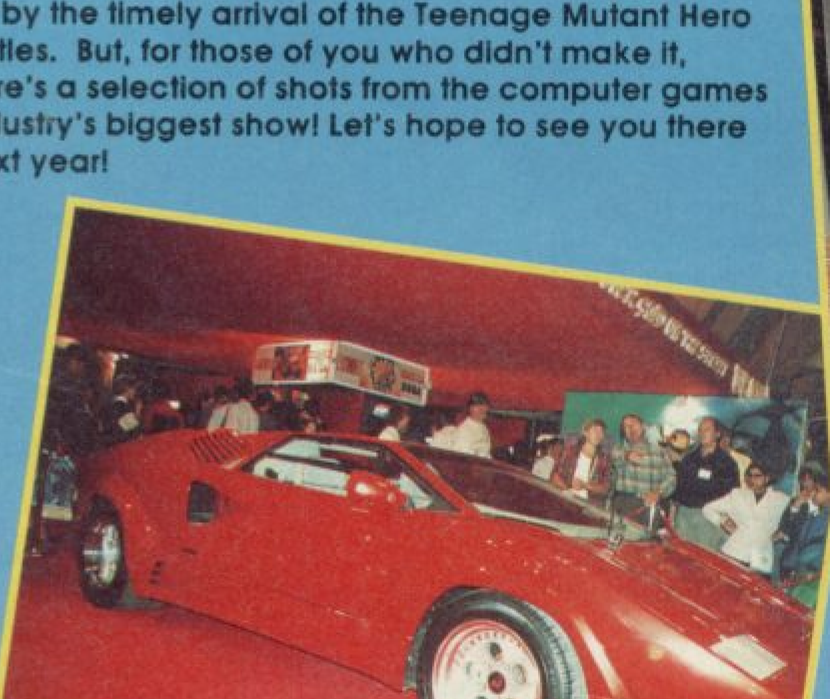
Well, we were all there - were you? The Computer Entertainment Show at Earl's Court was a resounding success and everybody of the 40,000 people that went had a great time. There was everyone and his dog there - there was even a pig in a frock (Yecch!), that was frightened off by the timely arrival of the Teenage Mutant Hero Turtles. But, for those of you who didn't make it, here's a selection of shots from the computer games industry's biggest show! Let's hope to see you there next year!



This happy looking chap was found minding the Linel stand at the show.



Turtlemania hits CES as … swamped by an "estatic" …



US Gold's company car couldn't have been anything less than a Ferrari but I wonder how they're going to get it out?



Thwapp blammm. Sixty sqillion … work only to be ignored by the m…



On dear some rascally scoudrels have had their aerosols out (don't snigger) and had a go at US Gold's stand.



What a nasty doggy to give a small child, even if it is a cartoon one.

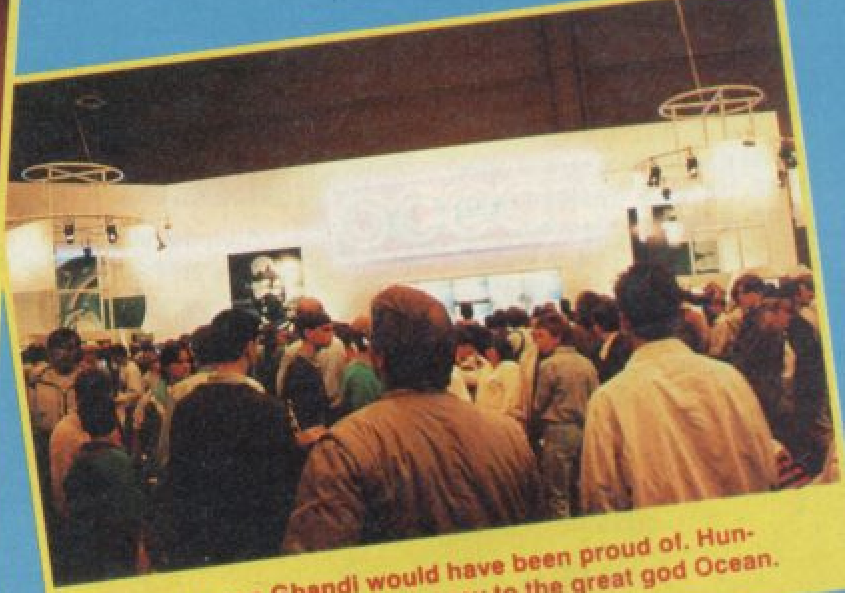
# WTIME




as the Mirrorsoft stand is turtley
tic" looking crowd.



Oh dear, looks like Elvira's had a two week holiday in the broom cupboard.



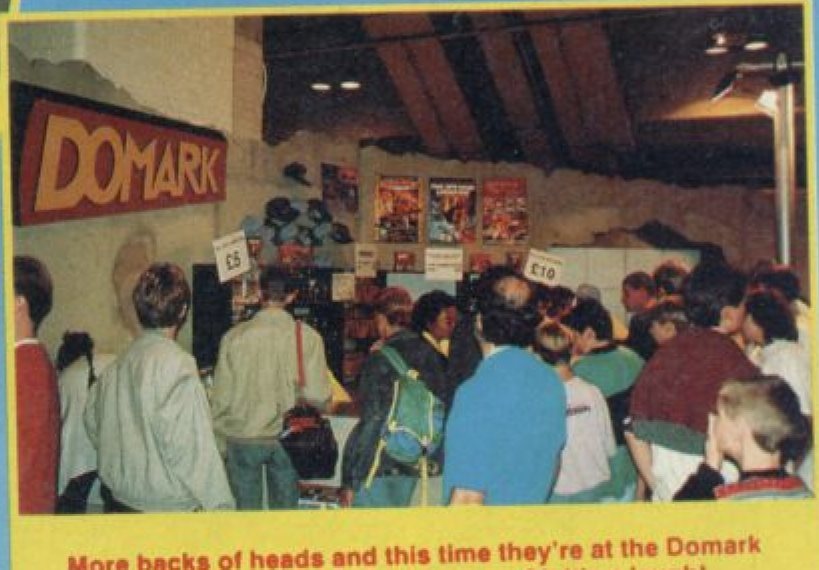
A crowd scene Ghandi would have been proud of. Hundreds of carrier bag holders pray to the great god Ocean.



lion squid spent on all this art-
he mysterious man in blue.



Look out missus, a huge great skull's gonna fall on your bonce!!




More backs of heads and this time they're at the Domark stand looking just as happy as ever. Oh it's a laugh!

Oh dear me missus! I never seen such an awful load of..

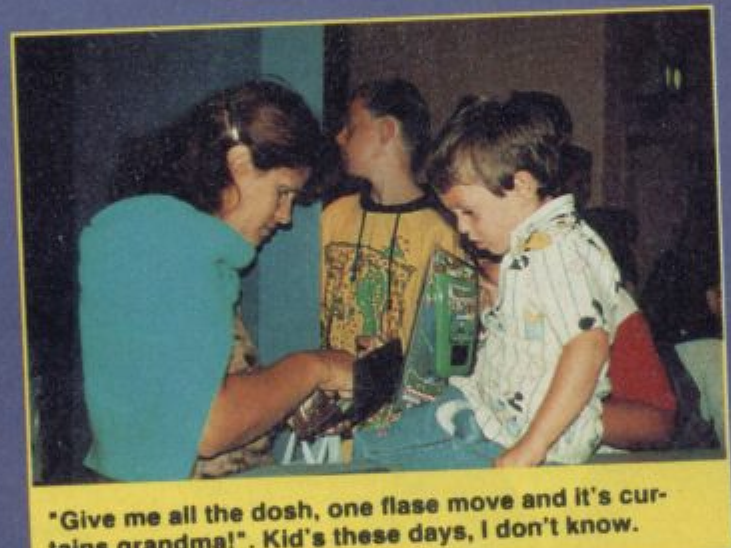
# UGLY MUGS!



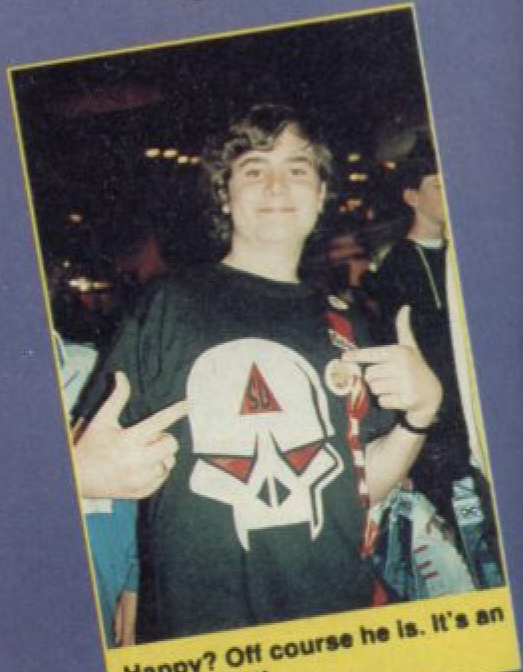




What a smashing set of choppers. He must Maclean daily.



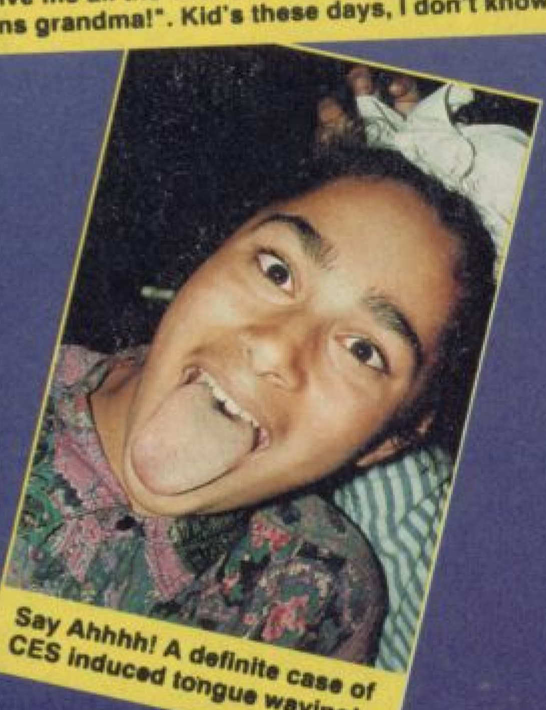
"Give me all the dosh, one flase move and it's curtains grandma!". Kid's these days, I don't know.



Happy? Off course he is. It's an SU T-Shirt!!




Men of wealth and taste carrying a copy of, what else, SU.



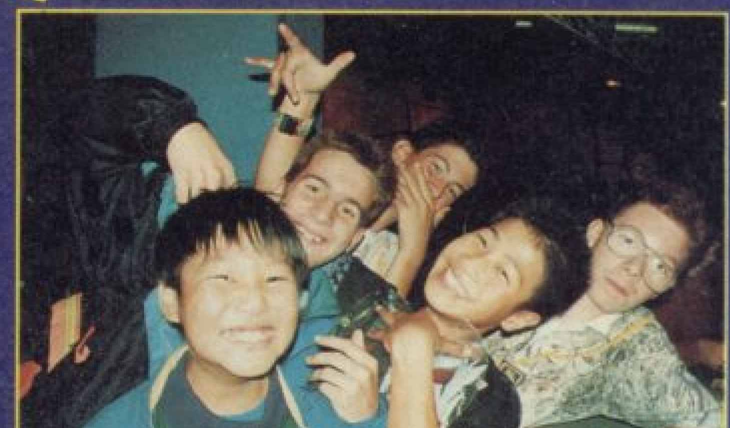
Say Ahhhh! A definite case of CES induced tongue waving!



Ex SU-Crew affilate member Lee grinning his chops off.




Aww, isn't he sweet? Actually he's 40 year old Bolivian midget conman so be very careful.



Bundle! What a huge slapabout knuckle and just to get a pic in SU. And what's more it's well worth it.


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# GUARDIAN ANGEL

We all know them. People whose pent up anxieties can only be communicated in meaningless acts of street violence. People whose face punching habits are just repeated cries for sympathy, love, acceptance and most importantly help. What can we do? How can we help them?

That's right! Shine up your best pair of ten high steelys, get out on the streets and kick them all in! It really is the best plan and Guardian Angel from Codemasters is just right place to get in a bit of practice. Or is it?

The aim of the game is to kick in as many people as possible whilst avoiding a duffing yourself. And that's it really, level after level of that sort of thing with the bad guys getting more and more tooled up. In your amoury of defensive and offensive moves are a few different kicks and punches attained with joystick and fire button manipulations. Look out for the odd fork lift truck driving psycho ploughing about the screen and when you do see him, running away is a wise move. Even your hardest and most spot on flying drop kicks will do no good.

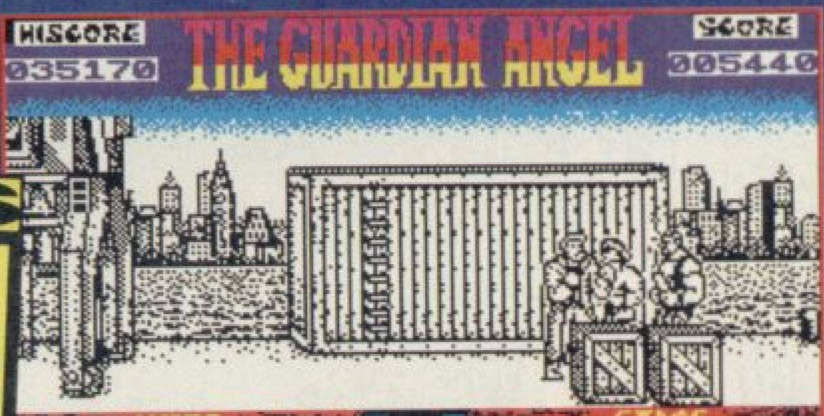
It's not a lot of fun. Even trying your very hardest it's hard to avoid getting a terminal pasting. And the control's really sluggish, a bit like skate boarding in a bowl of syrup. Maybe the main guy's drunk. Talk about a well oiled fighting machine.




As for the graphics, about as pleasing to the eye as red hot needles dug into the back of the optic nerve. The hero's chin is brilliant. I've seen some big ones in my time but the huge loaf of bread poking out of this bloke's face really takes the biscuit. It's a sort of Jimmy Hill, Bruce Forsyth hybrid sticking out at a very strange angle. Apart from that the yucko scrolling and blobby bad guys really aren't very nice. For self haters only.






## SCORES

| | |
|---|---|
| Graphics | 69 |
| Sound | 40 |
| Playability | 38 |
| Lastability | 39 |

**OVERALL 39%**

**Angel of death more like. There aren't many better reasons for saving your money.**

*Label: Codemasters £2.99*

GARY LIDDON


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# Go Finger Flicking Mental!!




## with the Electronic Zoo Subbuteo Competition





Subbuteo, it's great. The pathos, the drama, the soft flick of flesh on plastic. The oohs and ahhs and rampant chants of the plastic people in their plastic stands as they cast aspersions on the parantage of the referee. You know what's it all about though. It's all about flicking half of the England squad down the back of granny's bath chair on Christmas day and leaving the balls at the top of the stairs 'cos Dad's been mean with your pocket money.




In a bid to recreate the thrills, spills and oranges peels of the original table top classic Electronic Zoo have been beavering mad as hatters on a home computer version. They're so happy with the results it's made them come over all generous hence them bunging us a load of prizes to give to you.

First out of the Sinclair User big bowler hat with the correct answer will be the lucky winner of a Deluxe Subbuteo set while the next fifteen lucky runner ups each receive a slightly less swish standard set. The next ten winners get a load of balls (ooh er), great big foot "balls" in fact. Just answer this very simple question and all that plunder could be yours.

Mr Styles was a famous gap toothed England midfielder from the days of yore when we actually used to win World Cups. What was his first name?

Was it?

a) Willy

b) Dicky

c) Nobby

Send in all your lovely entries to: Super Soaraway Subbuteo Competition, Sinclair User, Priory Court, 20-32 Farringdon Lane, London EC1R 3AU

And remember the rules are that no employee of Emap or Electronic Zoo are eligible for entry. The editor's decision is absolutely and completely final and no correspondence will be entered into. Despite being as careful as careful things no responsibility will be taken for entries damaged or lost in the post. Entry to this contest signifies understanding and acceptance of these rules.

## Ten Things You Never Knew About Subbuteo

1 A week before the Italia 90 World Cup, Subbuteo held their own World CUp in Rome with 25 nations taking part.

2 The game was invented over 40 years ago in 1947 by an Englishman named Peter Adolph.

3 Top footballer Vinny Jones likes to unwind by playing Subbuteo as do many other leading players.

4 Over 700 different Subbuteo strips have been available since the game was invented (about 500 are currently available).

5 The Subbuteo is taken from the latin name for the Hobby Hawk (Falco Subbuteo).

6 The original Subbuteo men were made from cardboard with plastic buttons for bases.

7 The first Subbuteo sets did not include a pitch cloth. Instead there was a piece of chalk and instructions for marking out the playing area on a blanket.

8 The full Subbuteo stadium can hold over 6000 tiny spectators.

9 There has been a Subbuteo league formed by Carmelite nuns in Italy.

10 The longest game of Subbuteo ever played lasted over four days!

# CONNECT!

## INSIDE THIS MONTH

**Yet more SU Crew, A very iffy competition about Jim Douglas and all the usual laughs and malarkys!!**

# TRENDY JIM





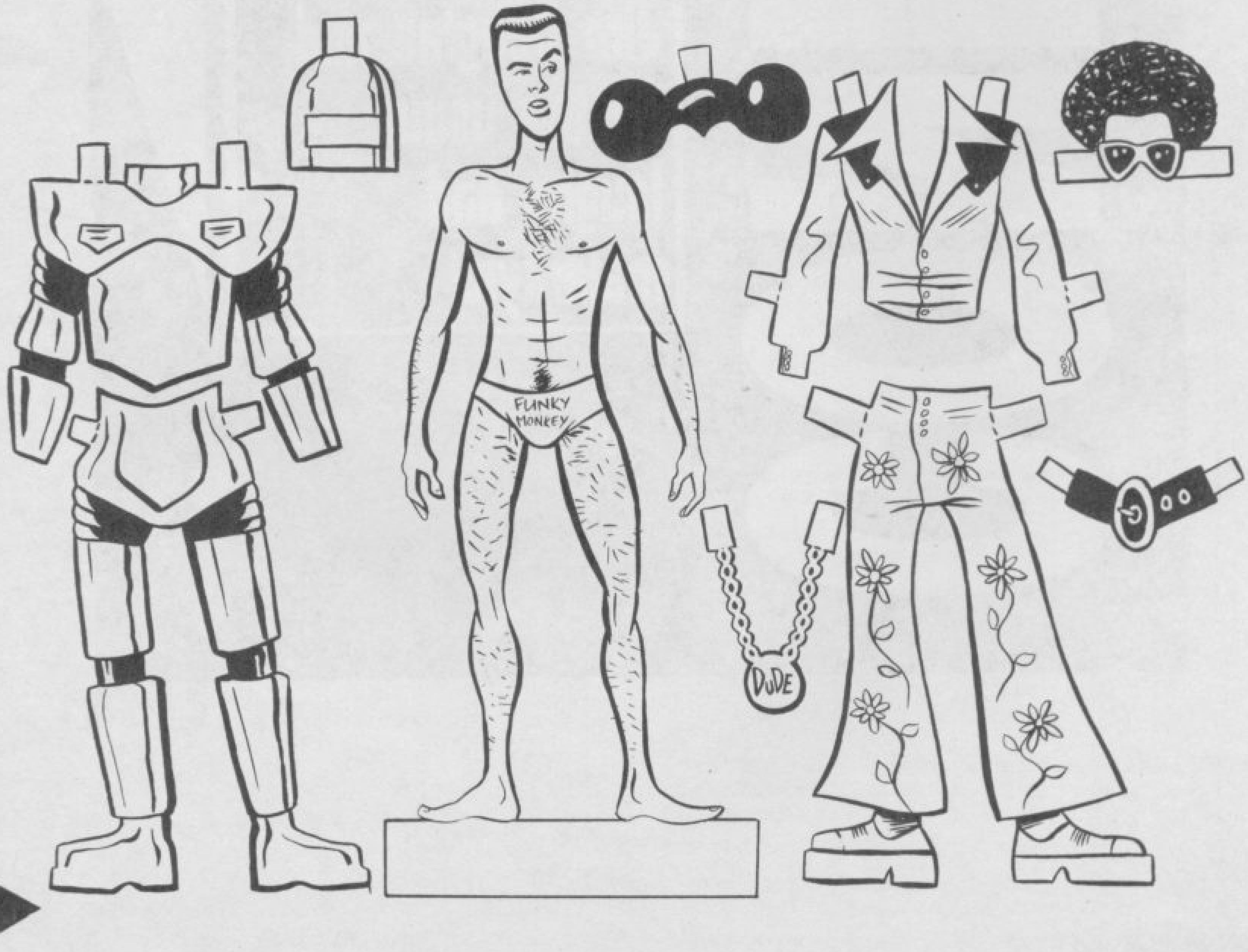

Ha! You may have noticed the remarkable absence of Sexy Jim (his nickname for himself not mine!). Well, he's gone off (we knew that he was getting close to his sell by date). Actually, he's launching the Complete Guide to the C64 and has left me in the Editor's chair at SU for the time being.

So the scene is set. When the boss is away, the Garth will 'have a good time and not get clipped around the ear everytime I do something uncool and' play.

So, how can I humiliate Jim while I've got the chance? Well, we all know that Jim's a cool dresser and spends thousands on his designer gear. He's just spent thousands on a new bike too! A Yamaha V Max - capable of a ball blistering 147 mph! He's got no excuses for getting in late to work anymore but being new to motorcycles he's not too sure exactly about what type of designer stuff he should be wearing both on and off the bike. That's were you come in. All you have to do is to dress good ol' Jim (or JD as we're calling him now that he's got a Lawmaster bike). There's a selection of groovy gear and tasty clobber that Steve Harman has drawn that you can use but you can design your own duds for Jim too.

Best design pulled out of Jim's skid lid (that's helemt to you!) will win 40's worth of software and there are five rad SU designer T Shirts for the runners up. The 10 crappiest entries will recieve an SU crew badge 'cos even the brain dead deserve something better than extermination.

Send your all new, all singing, all dancing designer Jim to: NOT SO FAST, TRENDY JIM, Sinclair User, Priory Court, 30-32 Farringdon Rd, LONDON EC1R 3AU to arrive here before the 18th of November






# SOFTWARE THAT'S HARD TO BEAT

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**Greeting mortals! I have sometimes mentioned the hellhound that lives in the dwelling next to mine. It's owners claim that it is an Alsatian but they lie; it is a hellhound. As if this were not bad enough they have now acquired a hellpuppy in the form of a baby Dobermann. Although clearly not very old it can already howl like a banshee and it seems to regard the entire world as giant litter tray. I'm trying to get on good terms with it while it's little in the hope that it well look kindly on me when it grows up.**

The only good thing about this overabundance of dogs is that the hellhound loathes the hellpuppy and reduces it to a state of whimpering cowardice whenever the two are allowed to meet (which is not, so far, very often). Hopefully the hellhound will either eat it or drive it away before it grows too big to bully. At it's present rate of growth this will be in about two weeks time. So until then I will continue stroking it and calling it "good doggy" which is a bit difficult to do when your knees are knocking and your heart is in your mouth. Oh for a spot of magic!

**Bugsy** (from where we left off) Say Yes and bake to your suite at the Ritz to talk about eliminating Al Capone. The boys are in favour so you agree and George arranges to have false number plates so you can get your car into Capone's territory. Go back to the Grande Hotel, where you left your car, and Enter Car. Drive back to Casino and South until you are outside the Four Deuces. Leave Car, Go In and Attack Goons. You cane defeat them and become public enemy number three. Go down into the cellar and get all the guns you can carry. Then Up, Out and Enter Car, Drive South until you come to the Gaumont Cinema. Leave Car and Go In. After a while Muscles get fed up with the film shoots up the cinema. You are now public enemy number two, nearly there!

**Custerd's Quest** (from where we left off) Give watch (to the time beast. He won't let you into the tower until you give him something), in, u, u, (faced by evil green door that won't open), throw bomb (and you are now in the lair of the Necromancer. He can't stand the orb of light so he pretends to fall down), throw axe, drop photo, wait. And that is that! Game over!



**Puzzled** (the characters you meet) The lady has a supply of food, the mouse prevents you from getting the spade, the lions give you directions, the tinman is a great tin opener, the guard is a ticket collector and the comedian provides the passport to the games room.

# Witt's End

**Erik The Viking** (From where we left off at the deep fjord) s, w, w, (you see the whirlpool and the maelstrom. If you don't see the maelstrom, restore game and repeat until you do - it may take a few attempts), throw plug (which blocks the maelstrom), s, w, w, n, n, w, w, w, w, s, out, u, w, w, pull tapestry, n, e, n, n, w, s, open door, s, open cupboard, look, get bean, eat bean, get scroll, read scroll, drop scroll, get bag, pull lever, d, in, drop everything, inv, s, w, s, s, s, s, s, w, s, s, s, s, s, s, out, n, n, n, n, open chest, yes, look, get everything, inv, s, s, s, s, in, drop everything, e, n, n, e, n, n, e, e, and you should now be on the deck at the slimy rocks. To be continued!

**Red Moon** (now at the start of mission three) n, w, s, say humak, open door, in, take book, d, d, give book (which you can later recall by magic), d, s, se, sw, take medallion, ne, nw, n, u, u, u, say humak, open door, out, n, e, s, say satarh, take book, read book (and remember what you read), drop book, score (should be 350/1000). To be continued.

**Double Agent** (from where we left off) get lever, 2 (select agent 2), pull rope, 1 (select agent 1), west, enter (yellow code number both for agent 1 and 2), 1, hold ladder, 2, up, get bucket (agent 1), get lever, throw bucket, throw lever, wait (agent 1 on hold), get bucket, get lever, north, climb shelves, get cutter, south, enter (blue code number), lift carpet, lever hatch, cut glass, yes (to catch crystal in bucket), empty bucket, enter (blue code number), throw bucket (down to agent 1), wait (agent 2 on hold), get bucket, west, (tell agent 1 to) catch crystal (in bucket), wait, enter (blue code number), kick crystal (falls through hatch for agent 1 to catch) ...nearly there.

# PAWS FOR THOUGHT

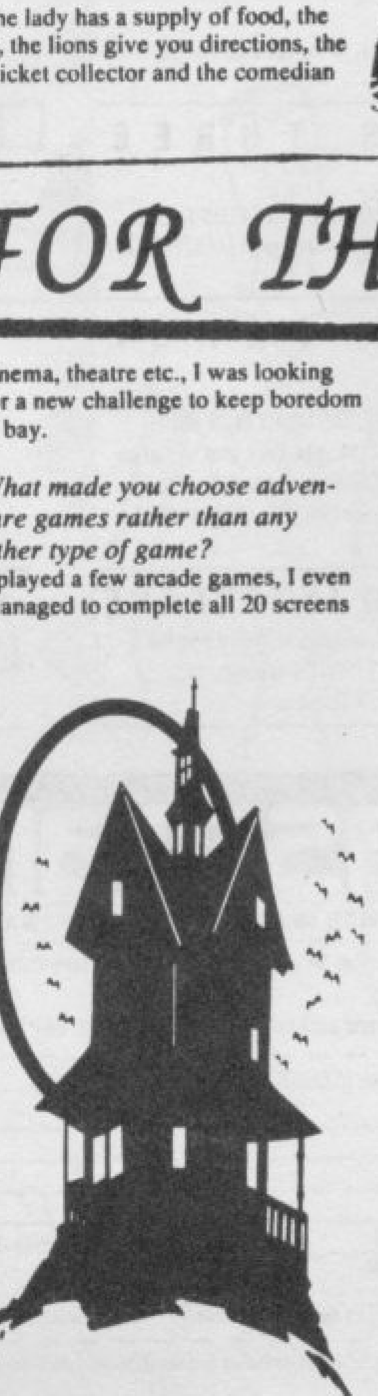
**There's plenty of magic to be found in Jack Lockerby's new game, Into the Mystic, and indeed that is the point of the game. All the magic in the world has gone missing so you, of course, have to go and find it and stop it all disappearing for ever.**

This PAWed adventure is in the traditional mould of these games and is well worth the asking price of 2.95. All cheques/postal orders to the name of J. A. Lockerby and the address to write to is: 44 Hyde Place, Aylesham, Cantebury, Kent CT3 3AL.

I had a chat with Jack Lockerby recently and here's how it went. I started by asking about his early experiences with computers..

*What was your first computer?*
The first computer I has was a Christmas present from my wife and it was a 16K Spectrum. She heard me mention the fact that I would like one. I had just taken early retirement and although I love gardening, reading, cinema, theatre etc., I was looking for a new challenge to keep boredom at bay.

*What made you choose adventure games rather than any other type of game?*
I played a few arcade games, I even managed to complete all 20 screens



*Where do you get all your ideas from?*
Most of my ideas come from books and current events. For example of Manic Miner. I soon found out that although it was fairly easy to program in Basic, machine code was a different ball game. So I started copying out listings from various magazines and then I bought Mountains of Ket which got me totally hooked.

*Do you write your programs in Basic or machine code?*
Neither! As soon as I spotted an advert for the Quill I got a cheque off as soon as possible. It was just what I was looking for, it made programming in machine code easy. Of course, the programming is restricted to adventure creating.

*Do you still use The Quill?*
I now use PAW for all Spectrum adventures but still use The Quill on the Commodore and STAC for the ST. I just wish that Gilsoft would Matchmaker was inspired by the wedding of Prince Andrew and Fergie. Then again Witch Hunt was conceived as the result of reading a book on the walks of Scotland and many of the myths were used in the adventure. It's always hard for me to start a game but once I get the basic shell sorted out ideas seem to be plentiful. Of course I often get people writing or phoning and suggesting a theme.

*Which of your games have given you the most satisfaction?*
I suppose the game that has given me the most pleasure must be the very first, The Hammer of Grimmold.

*Will you continue to support the Spectrum?*
As long as people keep buying I will continue to support the Spectrum. Adventures do not attract very large numbers and sadly it's getting worse.

Thank you ever so much Jack Lockerby!

# The Sorceress



## Witt's End

**Spiderman** Gem 1 is in the paper room by the weigh scale and gem 17 is in the newspaper. Get newspaper and Open newspaper to find it. The Bio Gem is in an office but don't go near it and make sure that it's the last one you collect. From the hallway outside the office where the bio gem is situated: Look West, Cast Web, At Bio (you need to be carrying the web fluid), Get Gem. To start the presses for the paper you need some weight on the weight scale so collect the following and drop them on scale: desk, Electro, Doc, Octopus, Doc, Conners, Ice Statue (the frozen Hydroman), couch. When the ringmaster pushes you out of the computer lab get rid of him (see last month) the Open Eyes. When everything's on the weigh scale Type Start in the computer room to get the presses rolling.

**Pawns of Part** The twisted key breaks if you try to bend it straight but what's left makes a handy screwdriver. Use the pin from the grenade to pick the lock on the door but you may need to try more than once. Wear the rebel uniform and don't forget to wear the cap. Shoot the soldier in the armoury but it will take two bullets to finish him off.

**Castle Adventure** (End game from where we left off) Take coins, down, s, take emeralds, s, drop iron bar, take flint, take steel, light lamp, drop steel, drop flint, take iron bar, e, e, n, n, n, exam panels, remove panel, drop coins, drop emeralds, drop silver for a 100% score!

# 'PEN'DEMONIUM

In today's hectic world it's all to easy to pass by the opportunities of true friendship. It's all go, go, go and if you're not careful you'll end up one of life's wall-flowers. We at SU offer a bright and modern service for the lonely at heart to establish meaningful and often beautiful contact with other members of the human race. Penpals, quick, clean, infection free. You know it makes sense.



Mr and Mrs Biod : We found true love through our initial interest in Z80 machine code.



* Yo, big brown sausages! I'm Mark a 13 year old lad wiv' a speccy +2a. I am looking for a penpal between 13 and 15 years of age, who is into Spectrum games and Soul II Soul, (or any good house music)

**Mark Leybourne, 35, Layland Rd, Skelton, Cleveland, TS12 2AG**

* Boy aged 13 with +3 seeks penpal and 12-13 from anywhere to write too and swap games. Please send details and photograph to:

**Chris Dearden, Rossmore, Leicester Rd, Croydon, Surrey.**

* Hi! I am the coolest dude in town. I own a +2 Spectrum and have over 400 games. I'm 13 and love the turtles. I like fighting games, action games and wrestling games.

**Stuart Ward, 297, Southcote Lane, Reading, Berks, RG3 3BG.**

* Hi! I'm a friendly 12 year old boy looking for someone to write to. I like horror films, my SPectrum, Teenage Mutant Hero Turtles and Game Workshop role playing games and miniatures.

**Jamie Davies, 40 Hermon Rd, Caerau, Maesteg, Mid Glam, CF34 0ST**

* Yo! Speccy chums! I'm looking for a 15-17 year old chick who is willing to be my pen pal. I'm 16 years old and handsome. You're the ones missing out if you don't write to me. Please send a photo as well. Bye!

**Andrew Roberts, 8 Heol Onnen, North Cornelly, Nr Bridgend, Mid Glamorgan, South Wales.**

* Hi dude! I'm a beginner in machine code and I would like to find someone who would share my interest in it. We could swap ideas and software. I own a +3 with cassette recorder. I am 15, male and single.

**Matthew Robinson, 8 Brooklands Tce, Nantymoel, Nr Bridgeend, Mid Glam, CF32 7SY**

* I am a complete novice to the Spectrum & pokes so please help!! "Chase HQ" would someone tell me how to get rid of the time limit, I can't get past stage 1 and it is driving me bonkers; also how to put a poke into effect, in anticipation and desperation.

**Graham (Novice)Jones, 53 Mostyn Avenue, Craig-Y-Don, Llandudno, Gwynedd, North Wales. LL30 1YY**

Hi my name is Ian, I am 13. I like any type of computer games, I am looking for a boy pen pal aged 13/14 who likes any games.

**Ian Rimmer, 6 Aconbury Close, Liverpool, LL1 3EB**

* 12 Year old male looking for pen pal interested in adventure games, roleplaying or programing.

**Kieran Griffin, 34 Romeyn Road, Streatham, London, SW16 2NU**

* All +3 users, write to me, send list for swap games urgent!

**Antonio Fernandes, Estrada De Benfica, No.690 Iesquerdo, 1500 Lisboa, Portugal.**

* I am a 19 year old male and I would like to have some mail! I have a 48k machine with Kempston and I know how to use both!

**Kristian Solstad, Vivendelstien 9, N-4500 Skinsnes, Norway**

* I am a 11 year old +2 owner looking for anyone who would reply back and swap games, hints, tips and pokes etc. If so drop me a line NOW!!

**Gavin Kiley, 51 Wellington Gardens, Battle, East Sussex, TN33 0HD**

**Write down your details and send them to us at: Penpals, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

# Sell It Jim!

I have over 50 Spectrum 48/128/+2 software titles, at very reasonable prices - originals. eg. Adidas Championship Soccer, Ghouls 'n' Ghosts, Man.Utd. priced at £4.50 each I also have Chase HQ on +3 disk available at £6.00.

**Ring Eddie Mills on 0706 - 76141 for further details.**

Hey you listen up for some bargains :-Hand-Helds, A TV Game and 4 budgets for sale. Here's the list:
£1 for Funny Walter, hand-held Casio
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£3 for Donkey Kong, hand-held Nintendo
£3.50 for Donkey Kong 2, hand-held Nintendo.
£5 for Printztronic Micro Ten TV Games System including:-10 games, 2 Joysticks, slow/fast switch, reset button and ariel lead.
30p for megatapes 25 or 26
£1 for any one of these budgets:- KGB Superspy, Codemasters Road Blasters, Kixx Hypersports, Hit Squad Yogi's Great Escape
50p for L.A. Drugs Bust - A five level Operation Wolf style shoot 'em up, Very hard indeed.

**Interested in anything then phone 0792 - 897097 after 5.00p.m. and ask for Neil.**

Spectrum 48k Mouse for sale, only nine months old. Includes mouse pad, interface and the OCP art studio. All this for only £35, also for sale spectrum games including Thunderblade, Matchday 2, and ATF. Prices ranging from 50p to £7. For full list write to: **Stewart Johnstone, 1 Alexandra Place, Annan, Dumfreisshire, DG12 5DJ. Please include 15p P&P.**




### CABAL

Dear Garth, A few days ago I bought Cabal. I loaded it up and after five seconds I was completely hooked, the graphics are brill (I would gave given it 90) I love the large guns that you collect pity they didn't appear more often unlike the bombs. The speed of your cross hair is just right my only complaint the hero walks to slowly and ends up getting shot here are my scores:-

Graphics 90%
Sound 70%
Playability 89%
Lastability 95%
Overall 93%

SU is fab and Y**r Sinclair and C***h are crap
**Roddy Cowe Aberchirder, Abdeenshire**

***GARTH SEZ:* "It's nice to hear that I get a review right occasionally - in fact, you could join my fan club - you'd be the first member (apart from my mum.)**

### OP WOLF

Dear SU, you asked us to write about rubbish end messages, so as quick as you can say Operation Wolf I wrote to you. And that's just it, Operation Wolf. At the end it says "Your A Real Pro!" and it also says how may hostages you've rescued. But if I was a "Real Pro!" I would be in the SAS by now! Even if you didn't rescue any hostages it will still print the same message except it will say that you rescued 0 hostages. I mean, undude or what (man!).

The game itself is alright, though the only problem is on the lightgun the black and white line going across is a real pain.

I agree totally with Tommy Vanners short letter! I would like to tell Geoff Bennett where to put his letter but I won't. Here are my ratings for Op Wolf: (light gun)

Graphics: 81%
Sound: 86%
Playability: 75%
Lastability: 72%
Overall: 79%

**Adam Williams Wirral, Merseyside**

### PLATOON

Dear Jim, Okay, Okay! So call me Rip Van Winkle (Okay you're Rip Van Winkle - mum). Huh! Thanks mum! So what, if I purchased Platoon only a couple of weeks ago. I may be slow in getting a game, but I do get it in the end. Anyway, I now think that Platoon is one of the best games ever made - a classic amongst classics!

What's so good about Platoon then, you may ask. Well I'm gonna tell you anyway! The graphics are pretty da*n good - especially good the way level 2 and the 3D jungle is done. The use of colour is totally fab, the 128K music is just incredible, the gameplay makes you stanz back in amazement (Hoooooooow! - dog) Stupid dog! Get out of the way! You can't play! Oh, and overall, I think the game is like a guiness ad - Pure genius". The addicitivy level is ohh... so dangerously high that I have now merged with my speccy.

Two years ago when Chris Jenkins first reviewed it, he game it quite a good review, but only an equivalent of 80% ??!! Now, I've given this game a better review because I want the public to know what a good game this really is. Now the game is only £2.99 - worth every penny and missing neighbours as well! BRILLIANT!

Here are my ratings:

Graphics = 80%
Playability = 85%
Sound = 90/50% (128/48K)
Lastability = 100%
Overall = 99.999999....%

Watch out for level 2 and the 3D Jungle - it'll have your eyes swiveling in their sockets!
**Waiming Fung Clapham North, London**

# THE Write Stuff.

So, you think that Jim can't tell the difference between rad and raddish. Is Garth really as mad as everyone thinks or does he actually know what he's doing? Is Chris 'Mr Hateful' Jenkin's really fair with his marks? Tell the world what YOU think of the reviews and the reviewers. If your letter's published you'll get a designer SU badge and the best letter of the month will be awarded £20 of software chosen by Jimbo himself. Send you letters to: The Write Stuff, Sinclair User, Proiry Court, 30-32 Farringdon Lane, London EC1R 3AU.

### CHASE HQ

I am writing to say that for once I agree with one of your reviews give or take a few %

It was the one on Chase HQ. The speech is superb and the playability is amazing.

**Mark Donaghy Glasgow**

P.S. If you type in 10 RUN on a 48K spectrum in 10 years time it turns into a Sam Coupe.

P.P.S. I have just burned all my copies of Your Sinclair and Crash, which I bought when I was young and foolish. Long live SU. YS and Crash sucks.

### FOOTBALLER OF THE YEAR 1

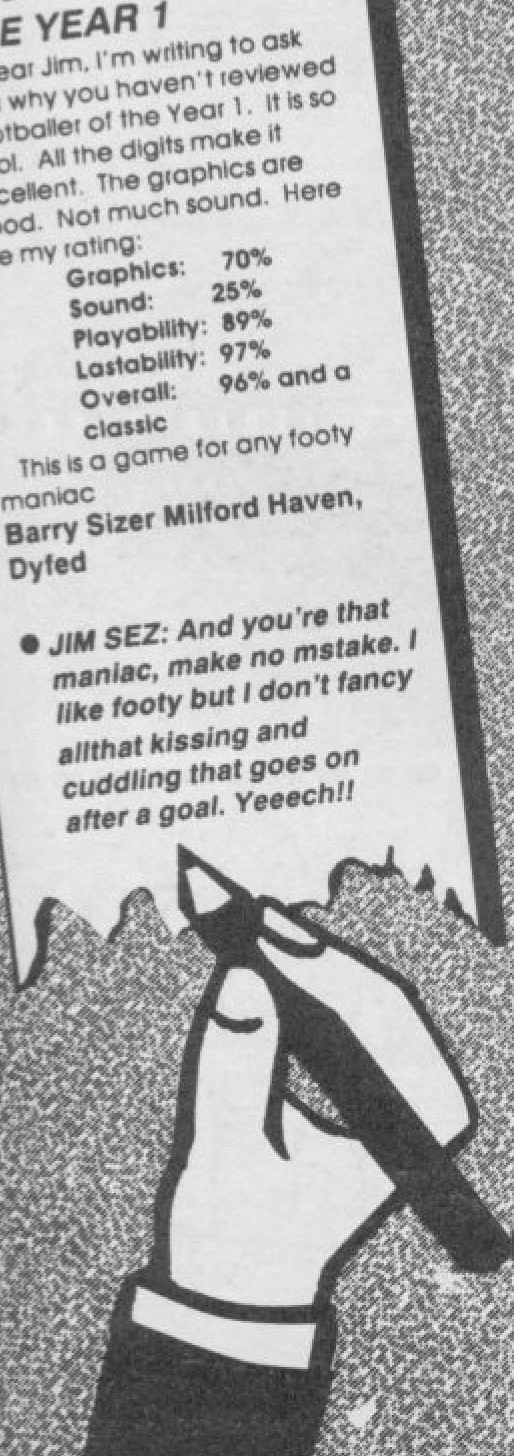
Dear Jim, I'm writing to ask you why you haven't reviewed Footballer of the Year 1. It is so cool. All the digits make it excellent. The graphics are good. Not much sound. Here are my rating:

**Graphics: 70%**
**Sound: 25%**
**Playability: 89%**
**Lastability: 97%**
**Overall: 96% and a classic**

This is a game for any footy maniac

**Barry Sizer Milford Haven, Dyfed**

● ***JIM SEZ: And you're that maniac, make no mstake. I like footy but I don't fancy allthat kissing and cuddling that goes on after a goal. Yeeech!!***



### MANCHESTER UTD

Dear Garth, I just had to write to you and tell you how brilliant Manchester Utd is. It's got to be the best footy game ever. The game has a full management sim and an arcade section. The many features include training, suspensions, injuries, buy or sell players and a fab 1 or 2 player option when the game is a must, so go out and buy it now, you'll regret it if you don't. Anyway, here's my ratings:

**Graphics 88%**
**Sound 90%**
**Lastability 99% (You play a full season-)**
**Playability 94%**
**Overall 95% (A classic in my mind)**

**Andrew "The Rem" Roberts South Wales**

● ***Garth sez: "OOooos the basket in the black? - Yes, you're right I thought Man Utd and Addidas were the two best footy games to come out during World Cup fever but hopefully we should have Kick Off 2 in this issue.***

### TURBO OUT RUN

Dear SU, I am writing to you to tell you how cool Turbo Out Run is. Outrun was good but this is great. There's more speed and more land to cover. And the graphics are O.K. And it's got a good ending. But the only thing is there's no sound and that's stupid. A super game like this with no sound. Even rubbish games have some sound. If this game had sound it would get 100%. Anyway here are my marks:

**Graphics 86%**
**Sound 0%**
**Playability 95%**
**Lastability 90%**
**Overall 93%**

SU is a totally awesome mag.

**Chris Charlton Lobley Hill, Gateshead.**

● ***Surely not?***

### SHADOW WARRIORS

Dear Chris, Oh Chris how could you give a game such as Shadow Warriors an overall score of 75% when it deserves a well earned classic. You said in your review and I quote "Colourful Ninja action. A bit messy but high on playability" What on earth are you talking about this game stands out from the crowd and definitely deserves to be put on your shopping list anyday. What with all the fighting moves and moving backgrounds it knocks renegade 1 - 3 for six, well done Ocean and teque for an excellent conversion. Go out and buy it today.

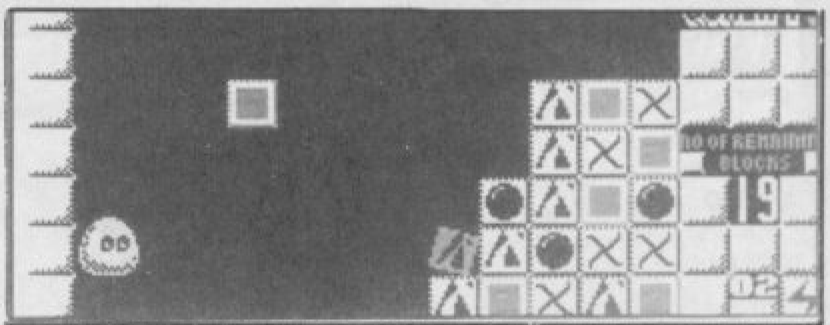
**Graphics 90%**
**Sound 85%**
**Playability 90%**
**Lastability 96%**

**Phillip Lock Lispa, Warks**

P.S. Whoever reviewed Arcade fruit machine tell them it deserves a classic aswell. Well done Zeppelin Games

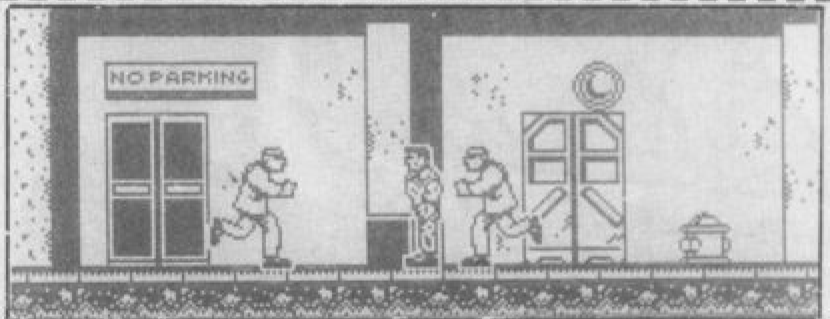
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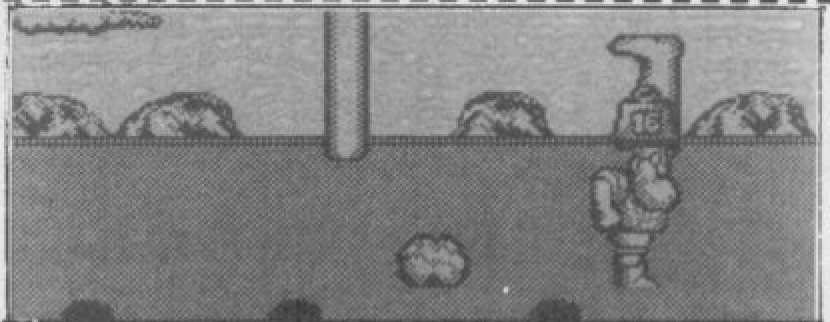
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(SU)

# TELL IT TO JIM

## 'ALLO, 'ALLO

Dear Jim, my name's Stephen McVeigh and I live in France. I read S.U. when I can but I can't get it in France. I'm desperate for some help, please could you send me some information on pokes and how to use them. I've got pokes for Army Moves, Dan Dare, and Ikari Warriors but I'm not sure how to use them.
Hope you can help me!
**Stephen, Townefuille, S. France.**

● *If you want to get SU regularly then why not send a letter to SU SUBSCRIPTIONS, PO Box 500, Leicester LE99 OAA. Normal subscriptions are £18.99 for 12 issues but for France it'll cost you £28.00 - such value! So why don't you hop along to le banc and get your francs out?*

## ARCADE ACTION

Dear Jim, Please please please can you tell me;

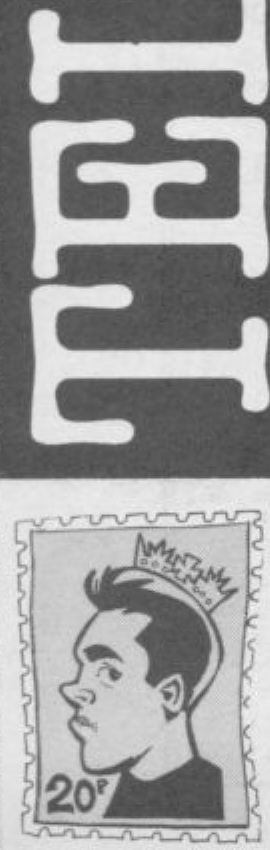
1. How I can obtain a Coin-up?
2. How much would a decent Coin-up cost?
3. Which you would you recommend?

I have been reading your magazine for quite a while now so don't make me change to a different one because I will if you don't print this.
**Richard Little Deeside, Clwyd**

● *If you want a coin-op then you can buy them from the pages of COINSLOT, the industry newspaper. They are all offered at prices from £100 to a couple of thousand depending on the game and the state of the cabinet. Oh, and we at SU aren't at home to Mr Blackmail so just watch it with the "if you don't print my letter I'll scweem and scweem" stuff. We've got your home address so just watch out for a visit from a large bike and the Garthmobile.*





## MR MISERY

Dear Jimbo. Don't let me down please answer my question. I just want to know when Kick Off 2 will be released for the Speccy. I sent off to company who advertised in SU, credit card number and all. A few days later on the 3rd of June I received a post card on which a post card on which it said manufacturing delayed, should be out in a couple of weeks, but I still haven't got the game. Please put me out of my misery. Please publish this letter.
**Richard Till**
P.S. I take it that Kick Off 2 is also for the 48k and as well as the 128K unlike Adidas Championship Football.
P.P.S. (Ignore this Jim) Yes Gav it is me Tilly
P.P.P.S Worldwide Software and Software City are usually very reliable, keep using them folks.

● *Our esteemed and rather doddery Ad Manager, Mr Jim Owens sez "Worldwide and Software City do have a good reputation; so you can keep using them kids!" He's a bit of a patronising git, our Mr Owens!*

## JUDGE RULES

Dear Jim, I was very impressed with your JD special, as I have been reading 2000 AD for a long time (I've also enclosed a piccy of JD I drew myself). But on to the real letter. This is about Simon's letter telling you to buck up your ideas. Crap! Your mag is really OK, although Chris is a meanie. Another point - where has Precinct 19 gone? I don't think you will print this letter but if you do please print my picture.
**A.Hobbs, Truro, Cornwall**

● *Well Mr Hobbs, I'm glad you think the mag is OK. I mean, don't get too excited - you might have an original idea or something. Oh yes, Precinct 19. It's gone, dead, natural causes I'm afraid. Do people actually want to see their Ugly Mugs in SU. If you do send your grimey little portraits to: UGLY MUGS, SU, Proiry Court , London EC1R 3AU. We can't return any of your photos 'cos we'll be handing them onto the police when we've done.*

## SEE THE QUALITY, FEEL THE WIDTH!

Dear Jim, I'd just like to put forward my views on the continuing argument about quality in SU.
First of all, I've been reading your magazine since August 1986. (The mag with Heartland on the cover). Anyway, since then, up until Christmas '89 I bought your mag (and had 2 letters published. What happened? I got an Amiga. I sold my trusty +2, my collection of 400 games (+ megatapes), and moved to pastures new. Now, in 1990, my brothers getting a +3. When he asked what mag to get out of three which he mentioned, I had no hesitation is saying Sinclair User.
Looking through, it still has loads of colour reviews, humour (!?), previews, and most importantly it is great value for money at only £1.85 (especially as you now have 6 games on tape). The price hasn't changed over 4 years considering inflation. I agree about 'technical issues as I could almost guarantee that if you conducted a survey, 90% -ish would like the mag as it is. Great to see you still going strong. I'll be reading every month form now. Got to go now, keep up the good work,
**Michael Adams, Lairg, Scotland**
P.S. I can't believe all the games I paid a tenner for, are now out on budget.

● *I was going to reply but I think you've windbagged everything out of me. What can I say apart from the six of the best tape means just that - six great games plus an exclusive demo. How do we do it? S'easy, we take it all out of Garth's dinner money. As for budget games, everything comes out on budget eventually and then winds up on SOME magazine's front cover. In fact, I wouldn't be surprised if your novelette of a letter comes out in cheapo paperback form with a free *sweetie bar.*

**Don't forget not to accept sweeties from strange people kids!*

## UNZARJAZ GARTH

Dear Jim, Answer me something. Is there a rebel in the SU crew? The reason I ask is in Garth's review of Judge Dredd in issue 101 he calls the original Dredd game; "... an unzarjaz budget game...." This is fair enough as the original game is about as good as a bunch of rancid polecats down your boxer shorts. Then I read the back of my copy of that very game and low and behold it says; "Continuous tension and gung-ho shoot-em-outs" Sinclair User. Now either Garth is going against an SU reviewer or those cads and bounders at Melbourne House libeled you before they disappeared. If Garth was going against an SU review then I want him (and is Cavalier) boiled in syrup and his head (and the gearbox) sent to me.
**Barry Bryce, Paisley, Strathclyde**

● *Garth Sez: "Oh yea? If anyone so much as breathes too hard around the Cav they're dead meat. Okay Turkey? As for the Dredd blurb, I don't know where they got that quote from - but it certainly doesn't refer to the game I reviewed! I think I'll just pop around to Virgin and give Mr Branson a damn good kickin'. - I've never liked his pickle anyway"*

# Heads up Kids It's the S.U CREW in CHINESE DYNASTY WARS



# Are You A SMOOTHIE?



Are you a lady killer or a total stay at home shyboy? Do you pull the stunnas or end up tugging the barges? Answer the probing questions in our personality quiz and you can unlock the secrets of your dolly bird appeal!

**1** **Down at the youth club you meet a very lovely girl with a slight speech impediment. Everything's fine until your friend Steven Sasperilla from Slipshod in Shropshire turns up demanding to be introduced. What'll you do?**
a) Say "I'd like you to meet Carl Colleridge from County Cork" whilst slipping your mate a fiver and making go away signs.
b) Giggle loudly while telling your lady friend who your mate is and where he's from pronouncing every s as th.
c) Pretend to faint.

**2** **You're down at the wine bar having an intimate tete a tete with a lovely girl you've just met. Everything's going great and you're getting on like a house on fire. Unfortunately she sneezes and leaves a big lump of snot on her upper lip. Do you:**
a) Stand up and point at the offending grobbly, shouting "Snot lip, snot lip, snot lip!" getting the rest of the wine bar in on the joke.
b) Say nothing and hope it dries up and falls off before your mates arrive.
c) Lean across and kiss her sensitively while sucking away the snot avoiding her any unnecessary embarrassment.

**3** **You've met a very lovely lady and invited her to a romantic evening out at the opera to see The Ring Cycle. During the "quiet bit" at the beggining of Ride of the Valkyries disaster strikes as your baked beans on toast tea imminently threatens to make a special guest appearance in the form of a very loud trouser eruption. Is it best to:**
a) Fart loudly and proudly whilst singing "Listen to this, too good to miss etc."
b) Try your best to do an SBD* blaming any resultant niff on something you trod in.
c) Bottle it up with all you're might until the loud bit at the end and then guff along in time to the music.
*Silent But Deadly

**4** **It's that important first date and you've taken her out to lunch at a swanky resturaunt. Obviously you want to order just the right food for a night of fun. Which meal do you feel would make the best impression?**
a) Chips.
b) Egg and chips.
c) Egg and chips lightly garnished with powderded rhino horn.

**5** **Your role models and heroes can tell an awful lot about how you handle man to women relationships. Out of the below who's your favourite TV star?**
a) Nigel Havers from The Charmer.
b) Mr Spoon from Button Moon.
c) Roly from Eastenders.

**6** **You're out on a date with a tasty bit of trim and things have been going really well until she drops her hanky. You bend over to pick it up and oh dear! your wig falls off! Do you:**
a) Put the hanky on your head and blow your nose on the wig! All the girls love a joker!
b) Put your lady friend into a daze by stumbling forward and "accidentally" copping her a vicious head butt in the face. You'll now be able to retrieve your "syrup" with very little chance of detection.
c) Point out that many rich and famous people indulge in "dome dechroming" and it really isn't anything to be ashamed of.

**7** **During a little chat with a nice girl you've just met the subject of Spectrum magazines comes up. She says that Your Sinclair is the best but it obviously isn't. How do you cope with this? Do you:**
a) Lie suavely saying "Oh yes YS is jolly good, I like it the best too!"
b) Change the subject subtly. Ask her if she likes 321 with Dusty Bin.
c) Call up the loony bin. Get her committed, she's obviously one sweet short of a bagfull.

**Answers:** 1) a-5 b-0 c-3, 2) a-0 b-3 c-5, 3) a-0 b-3 c-5, 4) a-0 b-3 c-5, 5) a-5 b-0 c-3, 6) a-5 b-0 c-3, 7) a-0 b-0 c-8.





## Let's Have A Look At The Old Scoreboard!!

**50** Ooh la la!! You must be beating them off with a stick you sexy devil. With you're suave charm and sophisticated manner you'll never go short of a few lady friends! Stunna's flock to you like flies around a cow pat! You could pull anyone, even the likes of Lisa Aziz, Betty Boo or even Michaela Strachan. Well done Mr Charisma!!!

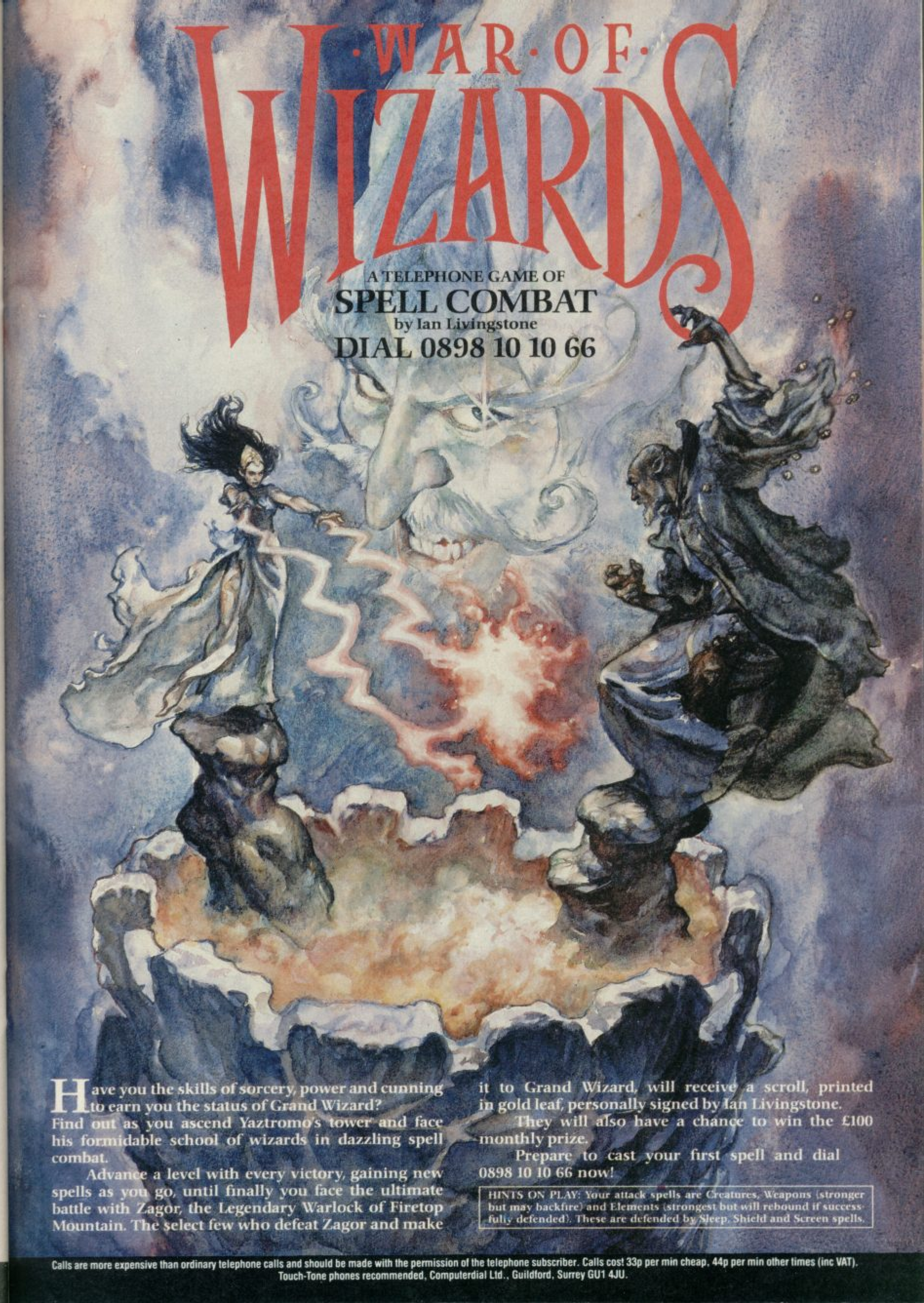
**20-49** Pretty sexy stuff but not quite world class. The sort of crumpet you're seen out and about with is sure to get all your mates bubbling green with envy though the really classy tottie is a little out of your manor. Even so you wouldn't have too much trub putting such lovely ladies as Whitney Houston, Chloe Ashcroft and Bonnie Langford under your mesmeric spell and you must admit that's not too bad.

**15-20** Not really bad but not too good either. If you don't pull up your socks and get on your dancing togs you could end up on the shelf! Still, you're not a total failure and the dependable, more homely type of girl is more up your street. You'd probably prefer a nice quiet night in watching the telly with someone like Dor Cotton, Kate Adie or Deidre from Coronation Street.

**0-15** What a load of old rubbish, life and all the lovely ladies just pass you by. And can you blame them !?!? It's a shame but the only crumpet you'll end up with is the sort you buy in Sainsbury's. Sort your life out you complete spanner!

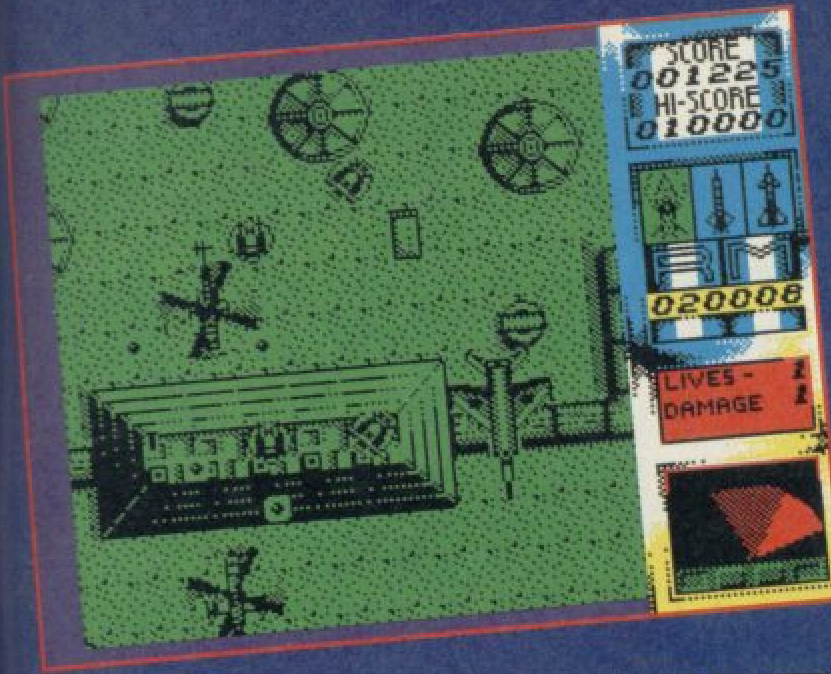


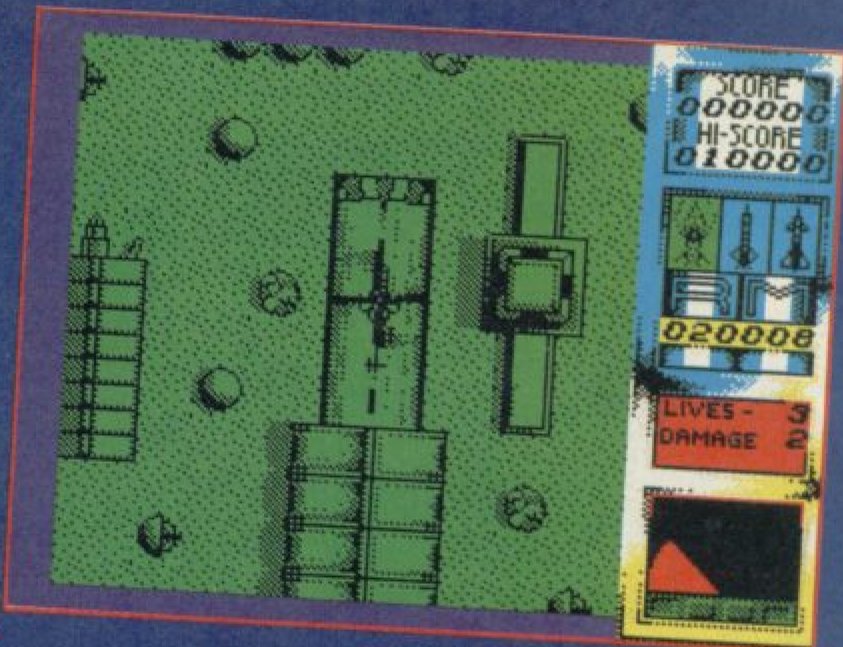




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# HAVOC

Well, it's not exactly havoc - it's not fast enough to qualify - but it's a pretty good shooty-blasty bundle of helicoptery devastation, that's for sure.

This is supposedly an attack helicopter simulator, but in fact it's a vertically-scrolling shoot-'em-up which could just as well have been called "Alien Helicopters from the Death Sun" or "Mr Helicopter Goes Shooty Shooty". You get a choice of two choppers; the Russian Havoc, an Mi28 armed with 23mm gun, Spiral anti-tank rockets and SA-14 air-to-air missiles; or an American Apache, a similarly frightening gunship. The choice doesn't make much difference to the look of your chopper or indeed to the gameplay, but at least it gives you a variety of targets; before play starts you are shown various US and USSR fighters and the idea is to shoot down only the enemy, obviously.

Scrolling is not amazingly fast, but the backgrounds are very nicely detailed, featuring gun emplacements, moving tanks,

anti-aircraft guns, buildings, barricades, rivers, fields, trees and pyrimidical structures. Just to be on the safe side, blast the lot.

Switch from one weapon system to the other using the space bar; guided missiles are aimed to their target by left-right movement of the joystick.

Though the action is very monochrome, good design means that enemy targets and missiles are clearly visible, so you can't say "I didn't see that one coming!" There are seven war zones to complete, and along the way you can collect replenishment packs for damage, lives, rockets and missiles. There are weapons and life bonuses at certain score levels, but if you shoot down friendly aircraft you lose bonuses, and friendly aircraft will now attack you - so don't do it.

There's a thumping great helicopter gunship to contend with at the end of each level, after which you can choose one of two airstrips to land on, to decide your next mission.

Jolly good fun, really - not spectacularly fast or original, but nice looking and a good way of passing a boring afternoon.






## SCORES

| | |
|---|---|
| Graphics | 56 |
| Sound | 59 |
| Playability | 65 |
| Lastability | 62 |

OVERALL 60%

You don't have to race to get this one but a gentle jog might be in order!

CHRIS JENKINS

REVIEW

# COIN OPS

## Out Zone - Toaplan

There's one thing that Toaplan specialise in and that's speed. We're talking fast here boys - and not just the average speeding bullet sort either. We're talking screens chock full of zillions of sprites, all screaming around the place with turbo-chargers strapped to their bottoms. It happened in Hellfire (now that was a jolly good blast, wasn't it) and now they have brought very much the




This month we've got Choppers, Trotte
Lasers - the wise guys' guide to what's
going down the coins tubes. SU revea

## Hammerin' Harry - Irem

If you're in the mood for cute, Hammerin' Harry is game that hits the nail right on the head. The scam is this. Ou. Harry goes off down the shops for a take-out of chicken fried rice and when he comes back, the builders have moved in and taken over. What a bummer. So it's out with the massive hammer and let's lay into the opposition. This horizontal jumpy-jumpy scroller is fun, and the humour of the thing is obvious from the very first screens. Rush past a fast food stall and these dudes start throwing bowls of noodles at you. Makes a bit of a mess if they land on your head. More slapstick is in store later on in the game and, together with the novel graphic style, makes for a great thrash. Beware, however. To be any good at Hammerin' Harry, you'll have to invest a fair bit of money and experiment with all possible combinations of stick and keys to get past some of the puzzles. Bang on!











**Addict Factor 87**

## Air Inferno - Taito

With the introduction of fab new arcade consoles like the Neo Geo imminently arriving in your living rooms, the people that make arcade machines are getting worried that you'll all stay in front of your tellies, playing at home for free, rather than making the trip to the arcade and paying for the pleasure of playing. So, one of the things they are doing is trying to make machines that do the kind of things that you just can't do at home. Such as, rumour has it that Sega is going to release a sit-in machine that turns you upside-down while you are playing G-Loc! Interesting or what? We'll be covering that as soon as it makes it into the UK, no worries. Another thing the manufacturers can do is to make games with control systems that can't be easily copied by a simple joystick and fire button. And that's what Taito has done with its latest 3-D epic, Air Inferno. Air Inferno is a rescue helicopter simulator and so, as you can imagine, there's not a great deal of shooting of

same to the vertical scroller, with Out Zone. Sure - so the game has more than just a touch of Ikari Warriors in it - but the fact is that there are more things going on, on-screen in a second of Outzone than many games pack into a whole minute of so-called action! Not one that is going to appeal to beginners, Outzone is one hell of a challenge, particularly past the initial stages, but is sure to set the pulse racing if you've got the reactions to match it!

## Addict Factor 85

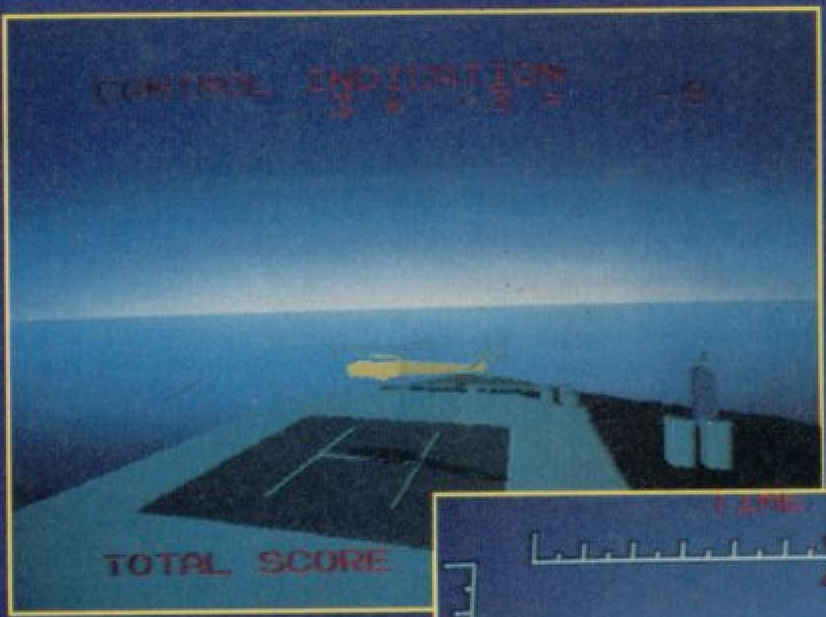
# Pig Out - Leyland Corporation




The last hit from Leyland was the pretty good Off Road Racer - kind of Super Sprint with bumps. Now they've tried to get into the cutsie market - and the result is a big disappointment. You run and jump around a single screen, taking the persona of - a pig. As in Three Little. You collect food for calories (points) and can pick up objects to throw at enemies (wolves) to stun them and complete the level by picking up numbered pots of jam that appear as you trot along. Sprites are small and unattractive, gameplay is a bit dull and the whole thing is, in a word, uninspired. For the definitive food game, try Food Fight (a real oldie) otherwise, it would be best to save the pennies to play more tasty games.

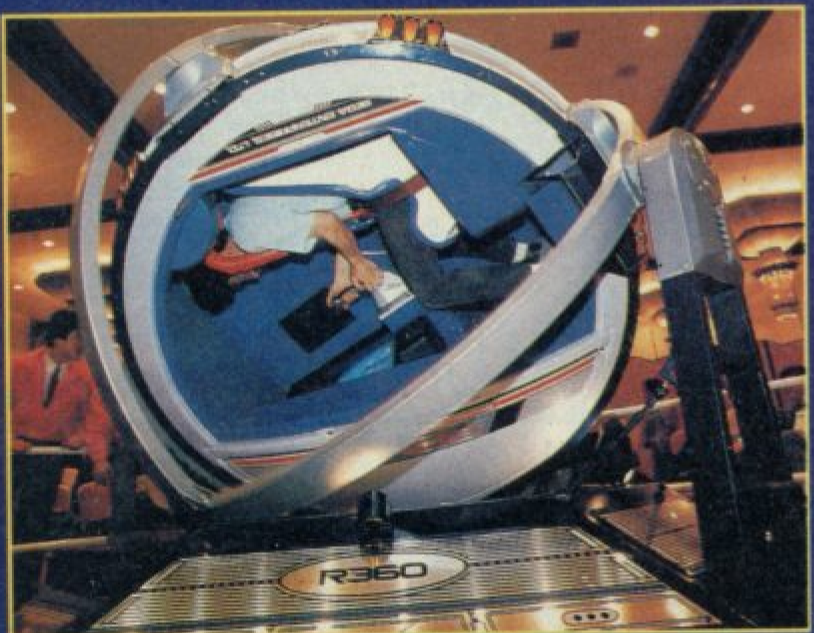
## Addict Factor 54

ters, Hammers and
's hot and what's
als all!




aliens involved. You do get to squirt a fire extinguisher around a bit, 'though. It's the controls that are the most interesting thing about the game, however. OK, so you have a a familiar joystick that will go left/right and up/down. Thing is, left/right will tilt your chopper in the appropriate direction (not so good is your are trying to land) while up/down will move you forwards/backwards. On the left hand side you've got a throttle that will make you go higher/lower - and finally, careful examination of the unit will show a pair of foot pedals. Pressing the left pedal will rotate your unit to the left, right will rotate it to the right. Your first mission (although you can practice first if you like) is to put out a fire on a tanker and then land on the deck. You rush to the rescue, guided by a computer voice and a directional finder on the top of the display. You make it to the scene and start getting excited. You need to move left, so you turn the joystick left. Ohoops! This tilts the chopper, makes you a bit unstable and, guess what, there you go ramming into the side of the ship. Hmmmm. This helicopter pilot stuff takes some getting used to. How on earth do they train Royalty to do it? Still, if you're man enough, there's a total of four rescues to do and the machine will give you points based on time taken, technical expertise and artistic interpretation you display. Fab 3-D, combined with realistic controls make Air Inferno something very different compared to the usual arcade machine. If you check your brain in at the door of your local arcade, then give it a miss. Otherwise, you could be in for a real treat.




## Addict Factor 89

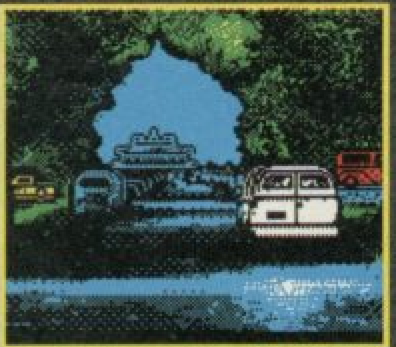



Baaa-aaa-aaack to the FYOOO-CHOOOR! With those stirring words, pint-sized Marty McFly, played in the movie by pint-sized Michael J Fox, found himself involved in yet another intertemporal impasse together with the manic Doc Brown. You, however much you enjoyed Back to the Future Part II the movie, should not be tempted to get involved with the game.

But, gaspo de gasp!? What can the problem be? Surely this is una licence grande? Guaranteed to generate mucho dinero for good old Image Works? Surely every effort will have been made to capture the heart-stopping thrills of the movie? Surely...? But no. Like so many another licences, the trouble here is that everyone thinks it's enough to stick the name on the box and slam out some half-hearted program based fairly closely on the plot. No-one seems to consider that if you wanted to see the movie again, you'd rent the video - if you buy a computer game you want something you can play.

BTTFP2 consists of five loosely-linked arcade games in which Marty, transported for reasons and by methods I can't be bothered explaining into the year 2015, tries to set time aright by defeating his enemy Griff and his gang. There are quite astonishingly badly-drawn intro screens showing Marty, Doc Brown and the time-hopping Delorean car before you get into the game itself.





In the first part, you steer an anti-gravity skateboard around the streets of Hill Valley. The sideways (and later diagonal) scrolling is reasonably smooth but slower than the movement of your skateboard, the result being that half the time you find yourself jammed against the edge of the screen waiting impatiently for the background to scroll. The backgrounds are nothing to get excited about, but they're good compared to the characters, which are drawn with no realism whatsoever. The passing cars are particularly hilarious.

Marty has to collect objects such as caps, boots and books (though there's no explanation in the manual why), and has to avoid pedestrians, dogs, manholes, puddles and kerbs. You can also fight off Griff's gang by punching them - or at least that's the idea. In practice they just jostle you around, and no matter how many times you hit them, they never seem to fall over.

This incredible tedium seems to go on until your eyeballs are bursting, but eventually you reach the Town Hall and go on to the second stage; rescuing Marty's girlfriend Jennifer from her home. This involves a top-down plan of her house, where you open and close doors in order to herd her family out of the way so she can leave without interfering with their timeline. A bit more unusual than the opening sequence, but hardly breathtaking.

Later on we get a left-to-right scrolling combat game as Marty fights his way back through Hill valley to the Delorean, then the good old faithful "sliding block" puzzle in which you have to reassemble a picture of Marty at the school dance before the timer runs out.

The last level sees Marty back on the skateboard, chasing Biff's car to retrieve the sports almanac which is the subject of all the time-bending shenanigans. But, as the manual threatens, even if you manage to complete Back to the Future Part II, the adventure is far from over - there's still one more chapter to go...

Watch out for Back to the Future Part III, from Image Works! Then you can avoid that one too!






## SCORES

| | |
|---|---|
| Graphics | 59 |
| Sound | 57 |
| Playability | 60 |
| Lastability | 56 |

OVERALL 59%

**Hackneyed and uninspiring film licence drivel. More like "Back to the Past."**

*Label: Image Works £9.99*

CHRIS JENKINS

# HOT SHOTS FROM THE HIT SQUAD




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# LITTLE MONSTERS

Fred Savage (Wonder Years) and Howie Mandell (Lost Boys) team up in Little Monsters to show the wierd world of monsters that live in the shadows under people's beds. The film begins slowly but once the monsterous Maurice (Howie Mandell) meets Brian (Fred Savage) the action begins to hot up as the two of them begin to create all sorts of trouble in their noctural wanderings.

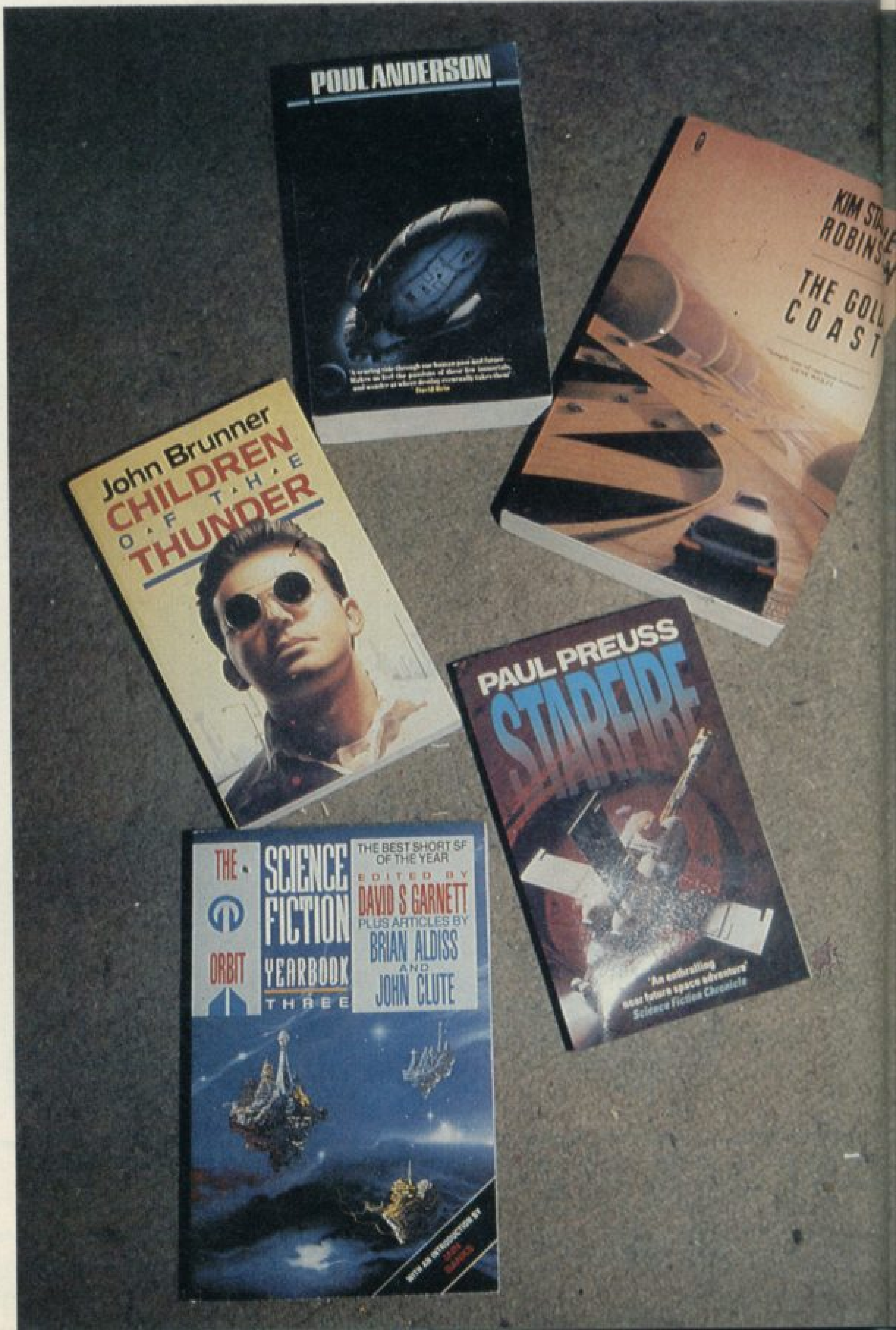
They create havoc in children's houses and of course, the victims all get blamed for the mess by their parents, all of which is great fun, as Brian can finally get even with the school bully.

But how long will the fun last? A treacherous sub-plot slowly emerges that endangers Brian and his schoolfriends when the fun starts to run out and the price of Brian's 'harmless fun' becomes too high a price for him to pay.



# BOOKS

One of the UK's biggest SF specialist publishers, ORBIT BOOKS, is back in action with a big relaunch and loadsa big titles! Check these out, space cadets...



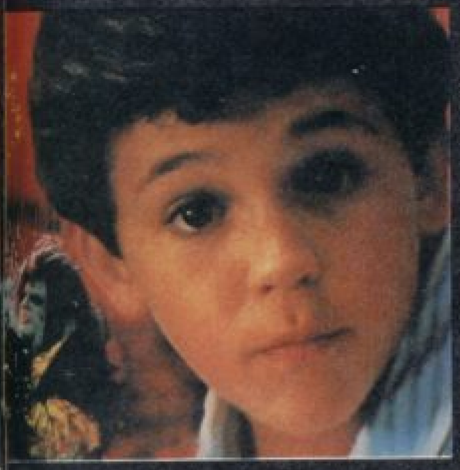

## ORBIT SCIENCE FICTION YEARBOOK - Various authors

The third in the Yearbook series, this is one of the few regular sources of recent short SF and criticism. The authors represented include Robert Silverberg, Bruce Stirling and Brian Aldiss, who contributes a review of the year 1989. Anthologist David Garnett is the editor of British SF mag Zenith. £4.99.

## THE GOLD COAST -

### Kim Stanley Robinson

Kim (he's a bloke!) is a Nebula and World Fantasy Award winner, and The Gold Coast returns to his favourite theme of 21st century life in the USA. It's all sex'n'drugs'n'rock'roll for hero Jim McPherson until he decides to become an urban terrorist. Radical! £3.50.



# CHILDREN OF THE THUNDER

### John Brunner

Good old John, whose eco-epics Stand on Zanzibar and The Sheep Look Up are classics of the genre, returns with a "bio-chemical thriller" in which hard-nosed journalists (cheers cheers!) search out psychic children who can help them fight to a mad dictator. £3.99

# STARFIRE

### Paul Preuss

I hadn't read anything of Preuss' before, but I'll certainly look out for him in future. This is "hard" SF of the old school, with a cowboy astronaut surviving a space disaster and fighting to save his career on a last-chance mission. £3.50

# THE BOAT OF A MILLION YEARS -

### Poul Anderson

Winner of 7 Hugos and 3 Nebulas, Poul Anderson is one of the few authors who can turn his hand to fantasy or hard SF. This novel takes the popular them of immortality, following the stories of a handful of immortals from various cultures, finally abandoning Earth and heading for the stars... £3.99







# SUNDOWN The Vampire In Retreat

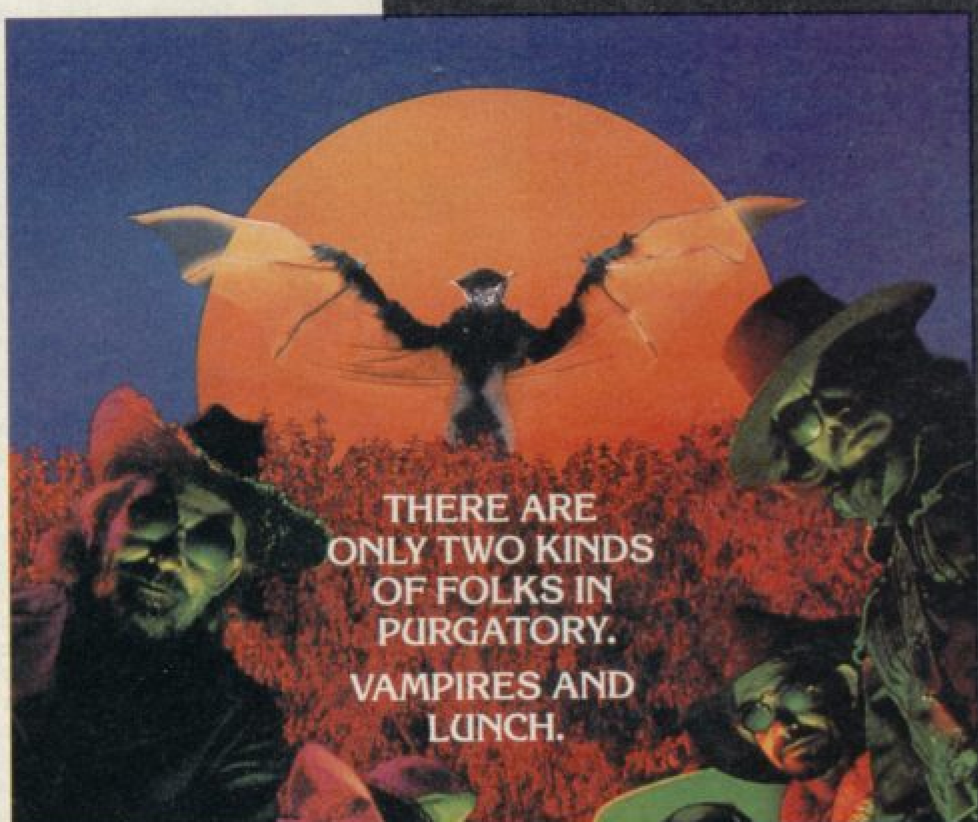
It's pure hell in Purgatory, a small, modern day town in the Amerian mid west where men are men and vampires suck in a horror/comedy western about the town where the vampires drink synthetic blood even though it sets their teeth on edge.

David Carridine (Kung Fu, Death Race) plays Count Mardulak, the powerful overlord of the town who's trying to teach the vampires how to live WITH humans instead of living ON them.

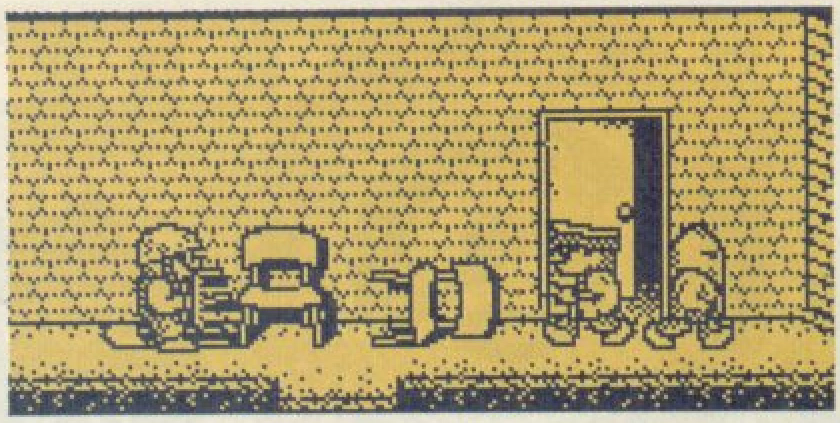
The modern vampire has discovered the delights of sun block tanning cream and as such are seen as slightly strange but friendly folk by the Harrison family who's head, Dave, has rolled into town under the invite of his wife's old flame Shane - a vampire who is trying to get the blood synthasis plant into full production.

But some of the Vampires are filled with a craving for fresh blood -

RAVE RATE 4/5



## PRISON RIOT



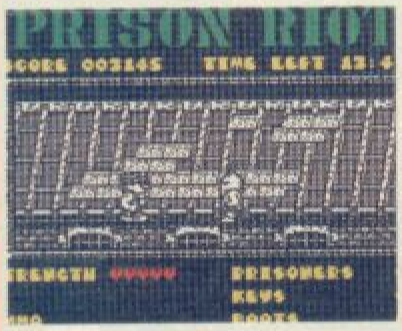
In the tastelessness stakes, this game ranks just slightly behind the legendary Seal Cull. But only slightly. With the excitement at Strangeways Prison back in the news (with the announcement of the results of the enquiry), Prison Riot couldn't have been launched at a more tactless moment. I love it!

You play a one-man snatch squad sent into a besieged prison, hoping to reach the ringleaders, negotiate with them and rescue the hostages. Rather than relying on tact and diplomacy your orders (get this) are to shoot as many prisoners as you can and kick the others in the head!

As you make your way through the prison, you'll come across ammunition supplies, food to restore your strength, boots which add speed, and, unfortunately, booby traps such as spiked balls which will do you a nasty injury. You also come across hooded prisoners - the ones I like particularly are those on the roof who chuck slates at you.

As you find the ringleaders you go into letter-shuffling sub-games; the idea is to rearrange the letters on the grid until they read PORRIDGE! If you complete a game you have to lead the prisoner to the edge of the roof, where they are taken off by hydraulic lifts.

As you'll see from the graphics, the game looks and plays amazingly like Joe Blade 2; I wouldn't be surprised if a lot of the coding is the same, since the graphics, animation and gameplay are all staggeringly similar. this isn't to say Prison Riot isn't worth getting; on the contrary, it might not be a mighty challenge but it's a good laugh. I look forward to the inevitable sequels, Trafalgar Square Poll Tax Riot and Escape from Kuwait.




**BUDGETFAX**

| | | | |
|---|---|---|---|
| G | 79 | OVERALL 83% | Hilariously tasteless adventure spoof. Laugh 'till you drop! |
| S | 60 | | |
| P | 85 | | |
| L | 78 | | CHRIS JENKINS |

## STAR WARS

If you don't know the plot of this one, you must have been buried up to your neck in sand on Tattooine for the last ten years. This is the game of the great science-fiction action adventure of all time, George Lucas's Star Wars, based on an Atari coin-op and converted surprisingly well to the Spectrum.

Taking as its scenario the last section of the movie, where Luke Skywalker attacks the giant Death Star space station in his X-Wing fighter, the game uses vector graphics to represent enemy TIE fighters, asteroids, and the Death Star itself. This could well have been a case of "May the farce be with you", but in fact the animation is impressively fast and smooth.

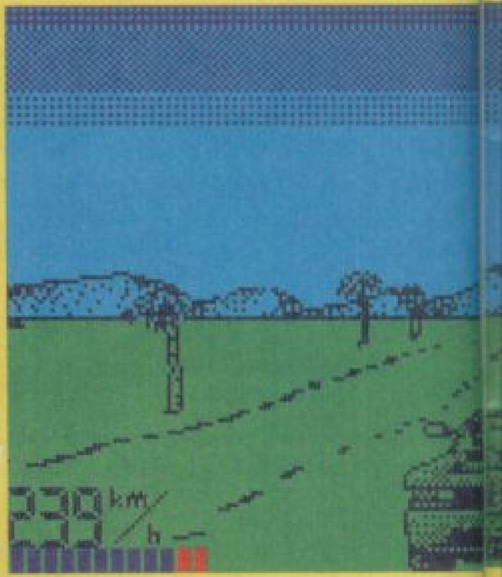
Having seen off the TIE fighters, steering your cross-hairs around the screen and blasting them to bits with your lasers, you have to manoeuvre between blasting laser towers then fly along the Death Star's trench to drop a bomb down its plughole.

With three skill levels to complete, Star Wars isn't a difficult game to complete, but it's very well done and if you should add it to your collection.

**BUDGETFAX**

| | | | |
|---|---|---|---|
| G | 80 | OVERALL 79% | Not to be missed coin-op conversion based on the classic sci-fi adventure |
| S | 50 | | |
| P | 79 | | |
| L | 80 | | CHRIS JENKINS |



## OUTRUN

You're cool, the engine's hot, the girl's gorgeous, the tank is full of gas and it's an open road - but have you remembered your sandwiches and are you wearing a clean vest?

This is the question no-one thinks to ask in Out Run, that most splendiferous of coin-op driving games. The Spectrum version is pretty good, incorporating the twisting, dipping road of the Sega original with fast-moving graphics.

Controls are simple; left/right, accelerate/decelerate and fire button to change gears. You don't have the automatic gear option found on the sequel Turbo Outrun, but I always thought this was a bit of

## BARBARIAN 2

Three things in life are certain, death, taxes, and sequels to big-selling games. Barbarian 2 scores in two of these three categories; it's a sequel and it's full of killing. All three categories, if you consider it particularly taxing.

You may remember Palace's original Barbarian; a combat sim featuring mightily-thewed warriors hacking each other to bits. Noted for its fine animation, violence and the size of the Princess Maraiana's boobies on the cover, it revived the tepid combat game genre.

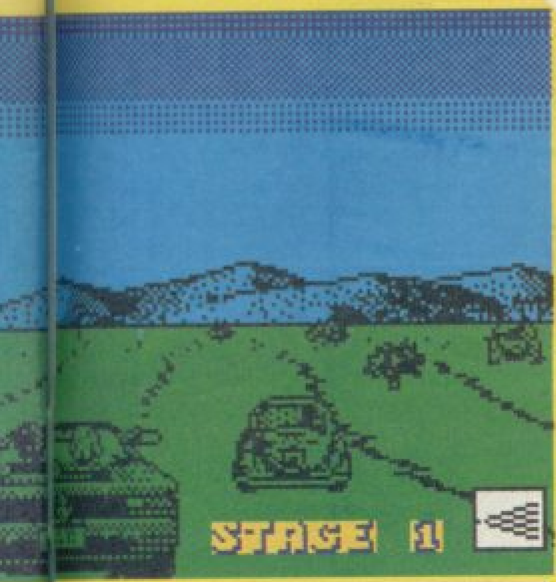
Barbarian 2, now rereleased on budget, attempts to do the same for arcade adventures. All the fighting elements are there - a variety of moves such as overhead chop, low kick and so on - but instead of being limited to a single screen, here the action takes place in a series of flip-screen mazes, and there's also an adventure element as you pick up various magical objects.

If you can make your way through fighting the dragons,



**BUDGETFAX**

| | | | |
|---|---|---|---|
| G | 78 | OVERALL 88% | Excellent arcade adventure combat action. |
| S | 60 | | |
| P | 89 | | |
| L | 89 | | CHRIS JENKINS |

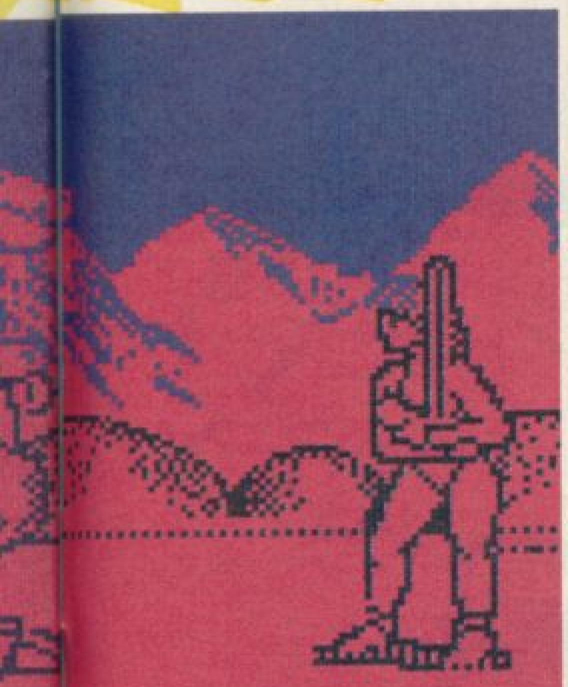



**BUDGETFAX**

| | | |
|---|---|---|
| G 78 | OVERALL 81% | Classic racing coin-op converted for max fun! |
| S 60 | | |
| P 79 | | |
| L 87 | | CHRIS JENKINS |

a cheat. On-screen displays are limited to score, time, speed and time limit; you have to complete each course within a time limit or you'll be disqualified.

There are five different courses to complete, each with five scenes (though some of the scenes are shared - there are fifteen different backgrounds in all, including seaside, valley, autobahn, beach and wilderness). The constant tape loading is an unavoidable annoyance.



snappers, mutant chickens and gorillas, you eventually get to confront the wizard Drax in his castle.

Good joystick response, decent animation and absorbing action add up to another super head-chopping challenge. A bonus for pervies is that you can choose to play the Barbarian or Princess Mariana, who reacts most peculiarlywhen she's jabbed in the backside by a dragon.

# SOLAR EMPIRE

Strangely strange are the ways of the computer programmer; fueled on coffee and doughnuts they will plug away for years producing nothing but tedious platforms-and-ladders games and horizontally-scrolling shoot-'em-ups, then with no warning their brains will go all wonky and they produce something completely peculiar.

Solar Empire is obviously the result of just such wonkiness; on the surface a space shoot-'em-up of galactic conquest, it looks and plays more like a cheese-induced nightmare.

The evil Dargons have enslaved the galaxy, and you as commander of the liberation fleet have to fight them off and liberate captured planets. The multiway scrolling screen represent star-scattered space, and pointers around the sides show the direction and distance to the nearest captured planet, sun, free planet and alien ship. You have to intercept the alien Ringworlds and zap them; collect fireballs which can be fired at captured worlds to liberate them; and rendezvous with suns to recharge your energy.

The weirdest thing is that your ship resembles a string of fishing floats, curling and spinning around as you fling it through the ether. You can add extra laser platforms and energy pods, and when you're stationary you can press the space bar to access a galactic map.

Very very strange indeed. Check it out and prepare to be boggled (but don't bother if you have a Spectrum +2A - for some reason it doesn't work on this version of the machine).

**BUDGETFAX**

| | | |
|---|---|---|
| G 58 | OVERALL 70% | Strangely odd snake of doom in space weirdie bizzare epic. |
| S 69 | | |
| P 78 | | |
| L 70 | | CHRIS JENKINS |



# RUN THE GAUNTLET

Based on the action sports TV series, Run The Gauntlet is a surprisingly good multi-sports sim in which one or two players can take part in challenges consisting of three events, selected randomly from a list of six.

The water-borne events, which feature speedboats, hovercraft, jet skis, and inflatables, take place on a multidirectionally scrolling screen. A map shows you the coarse you must steer, and then it's up to you to avoid obstacles and outrace the other boats. The action is very fast, but I found it annoying that while you go into an uncontrollable spin when you hit an obstacle, the same doesn't seem to apply to your competitors.



The same applies to the land events, which take place on flip-screen mud coarses, and which feature various types of buggy, amphibian and quadbike.

The last section of a challenge takes place on the assault coarse, where you have to develop the right joystick-waggling motion to wade through the mud, climb nets and so on.

Without question, this multi-sports sim packs a lot of quality in with the quantity.

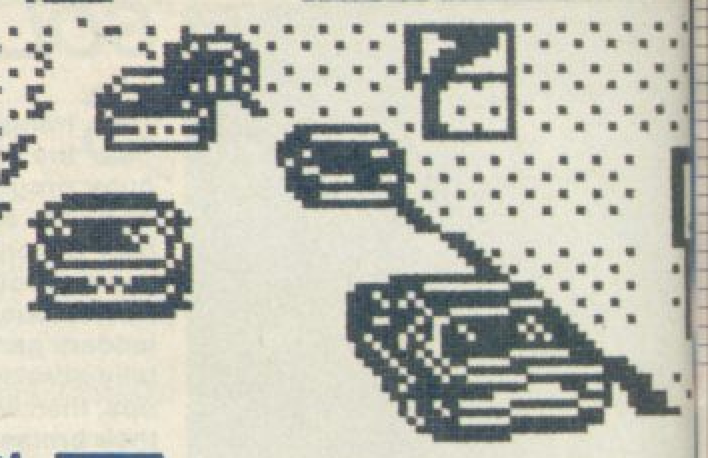
**BUDGETFAX**

| | | |
|---|---|---|
| G 82 | OVERALL 78% | Without question this multi-sports sim packs a lot of quality in with the quantity |
| S 75 | | |
| P 79 | | |
| L 80 | | CHRIS JENKINS |




REVIEW

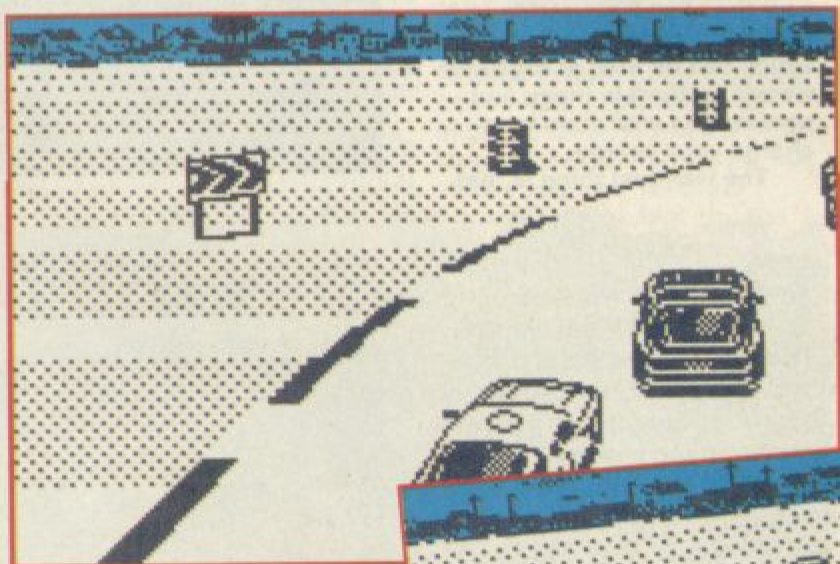
# TURBO CUP CHALLENGE





It's going to be very hard to stretch this review out to fill the space, so let me first start by saying how nice it is to be sitting in this nice warm office when the wind's blowing outside, how kind it is of you read this review, and how much I look forward to a hot cup of coffee and a jaffa cake as soon as I've finished typing. Ah yes, life.

It's not that I WANT to fill the page with meaningless waffle - it's just that there's so little to say about Turbo Cup Challenge that anyone would be hard put to fill the space (even if they were being paid by the word). Here's the instructions in full; "Each race consists of two events; the practice, which takes place on a Saturday (Does that mean you can't play the game on a Thursday? - CJ) and the final race, which is held on a Sunday. The practice determines your grid position for the race held on the Sunday. How to drive your Porsche 944 Turbo. You may use either a joystick or the keyboard. Keys: Accelerate - Q Decelerate - A Steer left - O Steer right - P." That's your lot! If you think that there must be more to this road racing game, you'd be wrong. There are in fact four tracks to complete - Magny-Cours, Dijon-Prenois, Nogaro and Paul Ricard, which must mean something to Murray Walker, but not to me. In fact the graphics are very limited - the background buildings are particularly hopeless - but to give it its due, the game does at least give you a fair impression of 120MPH+ speeds. All you have to do, though, is steer and accelerate - gear change is automatic, so it isn't much of a simulation. On the practice courses, the important thing is to get through without spinning off the track - for some reason it's amazingly difficult to get over the verge and back onto the track, especially if you're using a joystick. On the actual race, where your opponents zoom away from the grid at great speed, you'll be lucky if you manage to catch up with them, let alone overtake them. The best feature of the game is the Porsche car itself, which is well designed, and which turns and spins most convincingly (though not necessarily when you want it to). Not bad fun, then - doesn't add anything to the six squillion other racing games on the market, but it certainly doesn't smell as bad as burning tyres.





## SCORES

| | |
|---|---|
| Graphics | 76 |
| Sound | 60 |
| Playability | 74 |
| Lastability | 70 |

OVERALL 69%

Glasnost be blowed! Great cold war action in this whopper, chopper stopper.

CHRIS JENKINS



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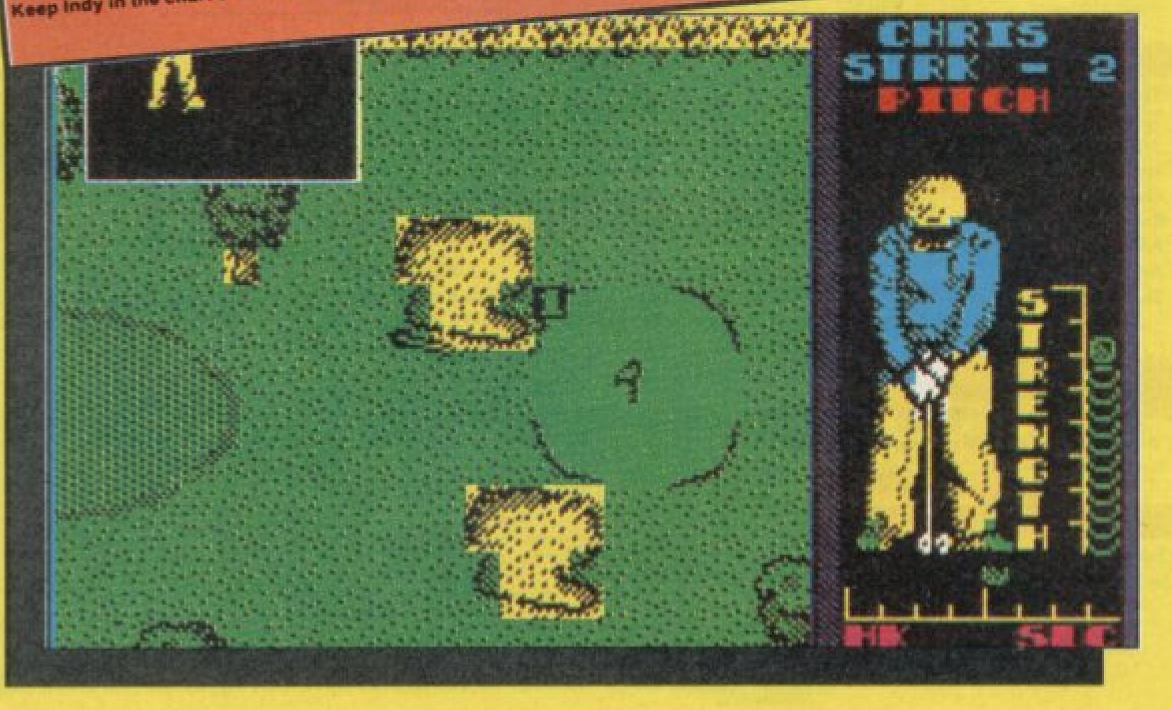


# CHARTS

## BUDGET TOP TEN

**Budget Round Up**
**What a fickle bunch you all are. Look at all those new entries and chart movements. Aren't you a teeny bit ashamed. Look at poor old Match Day 2, last week a number one hot shot and today just a broken down number 6. What a to do, I ask you.**

| | | |
|---|---|---|
| 1 (NE) | RASTAN<br>Straight in at number one! What a result and bye bye Match Day 2. | HIT SQUAD £2.99 |
| 2 (NE) | QUATTRO ADVENTURE<br>Fourmidable chart entry thanks to all you Audi drivers. | CODIES £2.99 |
| 3 (5) | FANTASY WORLD DIZZY<br>Eggsemplary leap up the charts for Mr and Mrs Yolk and all the little yolks. | CODIES £2.99 |
| 4 (4) | PRO BOXING MANAGER<br>A number 4 spot for the game about managing a cardboard box factory. | CODIES £2.99 |
| 5 (3) | TREASURE ISLAND DIZZY<br>It's no yolk as the egg hits number 5. | CODIES £2.99 |
| 6 (1) | MATCH DAY 2<br>John Ritman's knee trembler of game on the rocks at number 6. | HIT SQUAD £2.99 |
| 7 (6) | PAPERBOY<br>Mind your matches, he may catch light. His name's Rustle. | ENCORE £2.99 |
| 8 (NE) | D. THOMPSON'S OLYMPIC CHALLENGE<br>Oh it's a game. Well it is actually. Lucozade swigging Daley in at number 8. | HIT SQUAD £2.99 |
| 9 (NE) | PRO GOLF<br>Straight into numero 9, it's a stick weilding, ball hitting wonder game. | ATLANTIS £2.99 |
| 10 (8) | TEMPLE OF DOOM<br>Keep Indy in the chart's viewers or George Lucas might just kick you in. | KIXX £2.99 |

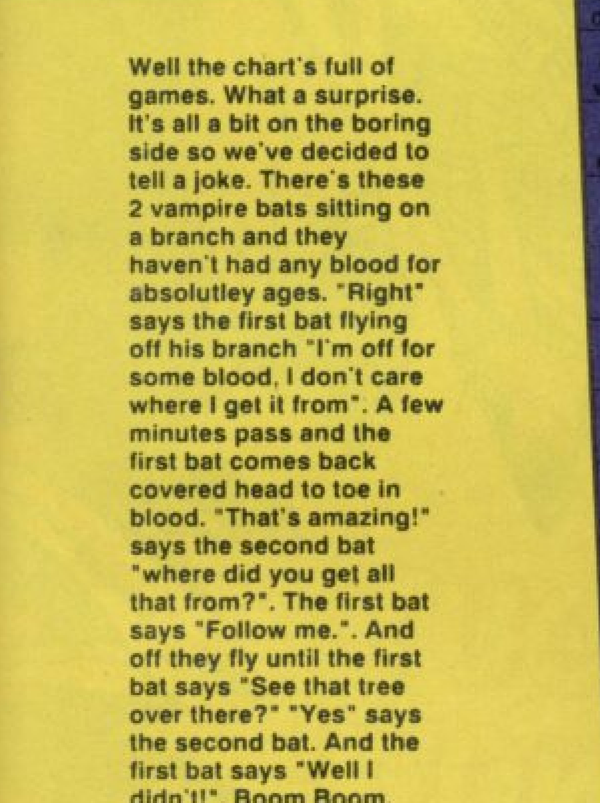


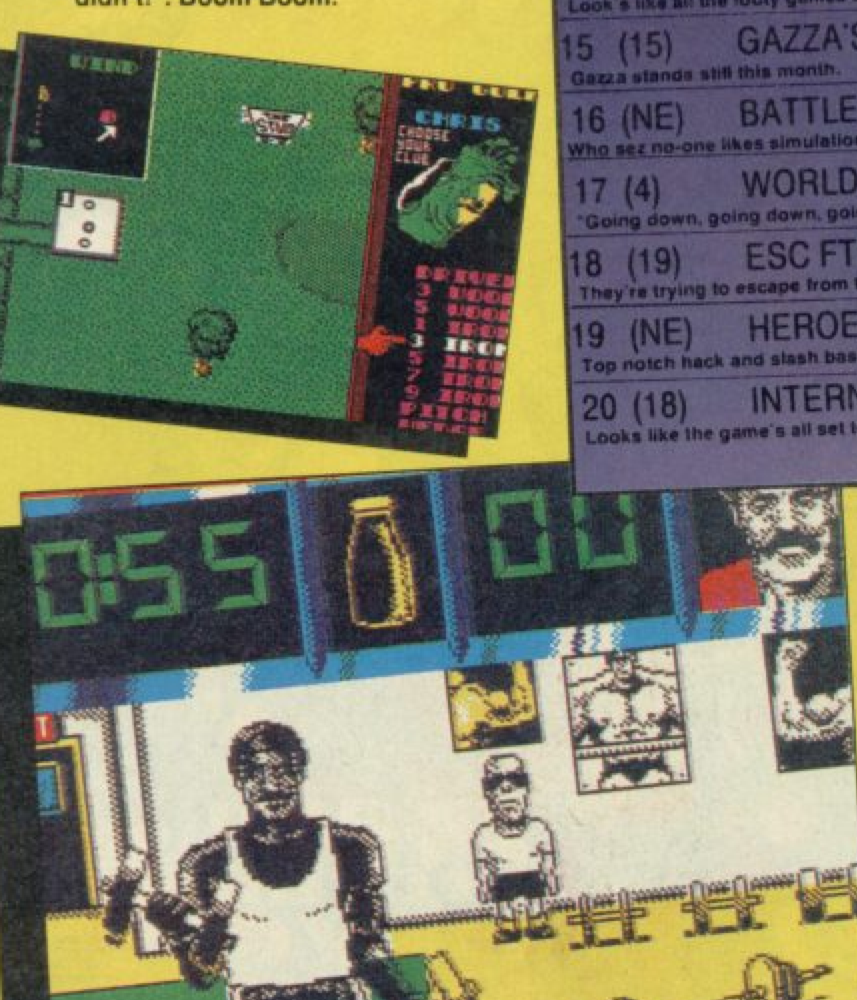


# FULL-PRICE TOP TWENTY

Well the chart's full of games. What a surprise. It's all a bit on the boring side so we've decided to tell a joke. There's these 2 vampire bats sitting on a branch and they haven't had any blood for absolutley ages. "Right" says the first bat flying off his branch "I'm off for some blood, I don't care where I get it from". A few minutes pass and the first bat comes back covered head to toe in blood. "That's amazing!" says the second bat "where did you get all that from?". The first bat says "Follow me.". And off they fly until the first bat says "See that tree over there?" "Yes" says the second bat. And the first bat says "Well I didn't!". Boom Boom.

| | |
|---|---|
| 1 (4) SHADOW WARRIORS<br>This must be ninja magic! | OCEAN £9.99 |
| 2 (5) TURRICAN<br>Hurrican Turrican storms up the charts! | R.BOW ARTS £9.99 |
| 3 (9) CHASE HQ<br>Chasin' racin' and pacin' along | OCEAN £9.99 |
| 4 (4) MANCHESTER UNITED<br>Will they go up? Quite remarkable. | KRISALIS £9.99 |
| 5 (10) ROBOCOP<br>Making his day - creeping up the charts. | OCEAN £8.99 |
| 6 (NE) LORDS OF CHAOS<br>A magical appearance in the chart. | BLADE £9.95 |
| 7 (13) BATMAN THE MOVIE<br>Holy batling boredom, it's still here! | OCEAN £9.99 |
| 8 (16) EMLYN HUGHES INT SOCCER<br>"EEEeeeeeeeeeeeeee" On his way to the top or what? | AUDIOGENIC £9.99 |
| 9 (8) RAINBOW ISLANDS<br>Pretty rainbow fun on an island | OCEAN £9.99 |
| 10 (NE) MIDNIGHT RESISTANCE<br>It's not midnight, and you don't resist - you blast 'em! | OCEAN £9.99 |
| 11 (1) ITALY 1990 WINNERS EDITION<br>Tweaked version of the original with added realism. | US GOLD £12.99 |
| 12 (2) FOOTBALL MAN. WORLD CUP<br>Dropping fast into the relegation zone. | ADDICTIVE £9.99 |
| 13 (12) BOMBER<br>Still hovering around refusing to land. | ACTIVISION £14.99 |
| 14 (7) ADIDAS CHAMPIONSHIP FOOTBALL<br>Look's like all the footy games are having a bad season. | US GOLD £9.99 |
| 15 (15) GAZZA'S SUPER SOCCER<br>Gazza stands still this month. | EMPIRE £8.99 |
| 16 (NE) BATTLE OF THE BULGE<br>Who sez no-one likes simulations then? | CCS £12.95 |
| 17 (4) WORLD CUP SOCCER '90<br>"Going down, going down, going down." | VIRGIN £9.99 |
| 18 (19) ESC FTPOT ROBOT MONSTERS<br>They're trying to escape from the planet of the robot mosters. | DOMARK £9.99 |
| 19 (NE) HEROES OF THE LANCE<br>Top notch hack and slash based on the DragonLance books. | US GOLD £9.99 |
| 20 (18) INTERNATIONAL 3D TENNIS<br>Looks like the game's all set to finish soon. | PALACE £9.99 |

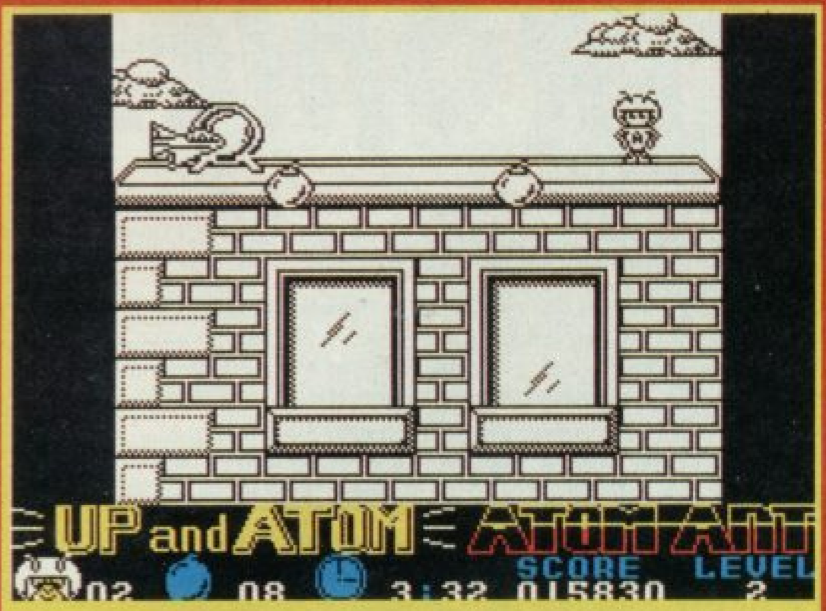


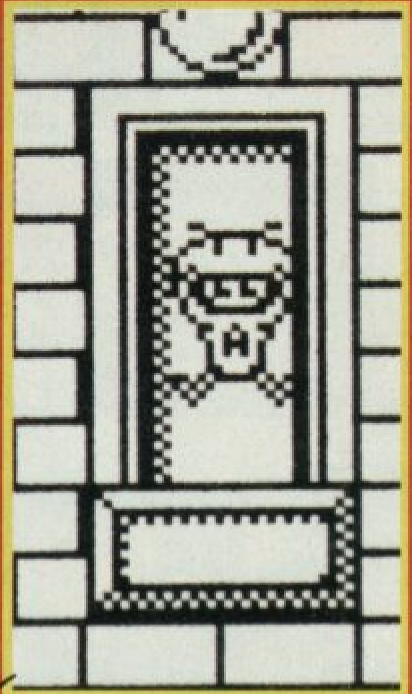


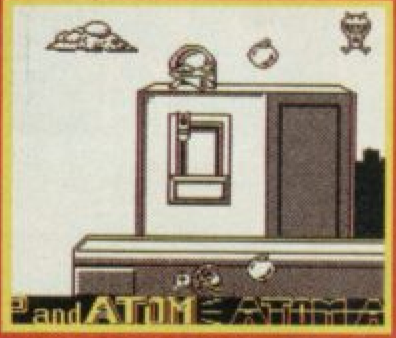


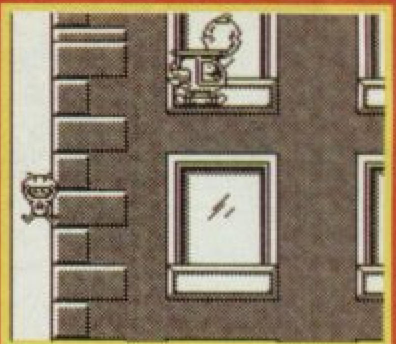

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"Stand and deliver! Ohwo, your money or you life!". It's funny you know, I'm sure I remeber old Atom being a bit taller than this.





# ATM ANT



Atom Ant, he's great I've got all his records, is making a bit of comeback on the Spectrum with a completely new image. Atom, famous for his Indian Brave and Dandy Highwayman stage costumes, has opted for the two inches tall cartoon insect look.

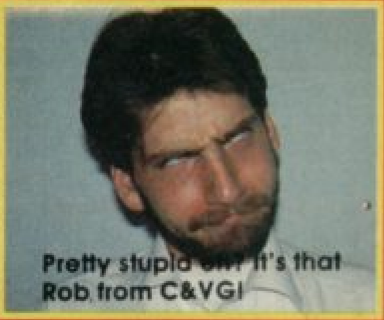
The aim of the game is to de-fuse seven explosive festooned buildings that Mad Dog Jackson has decided would look far more attractive as piles of corpse littered rubble. Just pick up the bombs, one at a time and dump them into the handy atomiser sitting atop of your current building, making sure to get it all done within the time limit otherwise you'll get a great big bang (fnarr fnarr).

Trying to rain on your parade are Mad Dog Jackson's gang of wild henchmen who are about as bright a two watt bulb. Even the boys from C&VG seem quick on the trigger compared to general numbskullery these lads exhibit. They go left and then right. That's it really. Actually it does heat up a bit on the later levels with 16 ton weights and safes raining down the screen with ant splatting speed.

The graphics are quite nice though they don't come into their own until the later levels when Atom Ant has to do his stuff in some very pretty castle backdrops. Everything ticks along at a nice old pace, although the hard gameplay is largely to do with the difficulty of controlling your ant as opposed to any clever design.

So it's not the best game in the world but it is nicely done. I'm tempted to excuse it due to the oh-well-it's-only-three-knicker syndrome but there's quite a good load of quality budget clobber knocking around these days and you really should shop wisely. Atom really should have stuck to the music biz.





Pretty stupid eh? It's that Rob from C&VG!

## SCORES

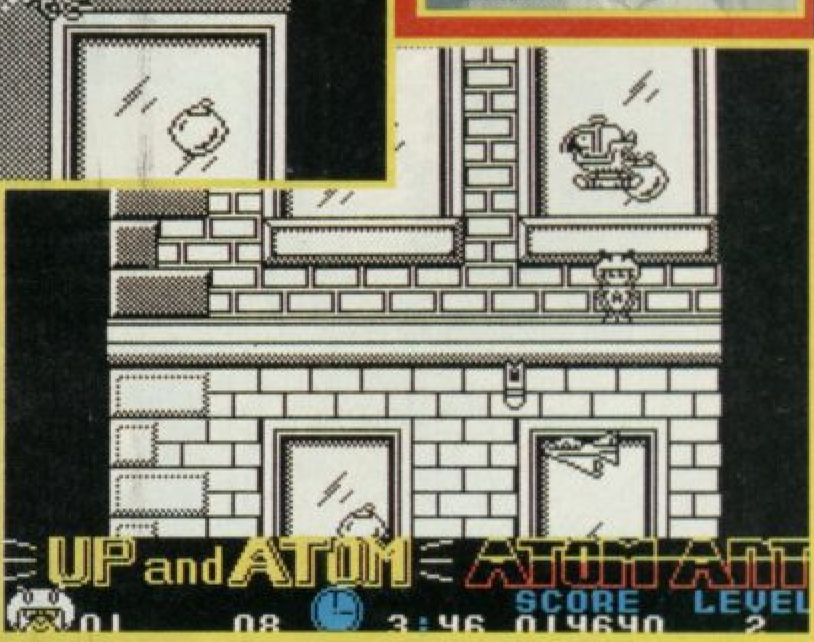
| | |
|---|---|
| Graphics | 80 |
| Sound | 76 |
| Playability | 58 |
| Lastability | 54 |

**OVERALL 68%**

**A must for Atom Ant fans and a bit of a chore for the rest of us.**

*Label: Hi-Tec Price: £2.99*

GARY LIDDON




Cheese! Don't just stand there flexing your pecs. There's baddies to bash and bombs to batter! Get a shift on or you're in trub!

# DATEL ELECTRONICS

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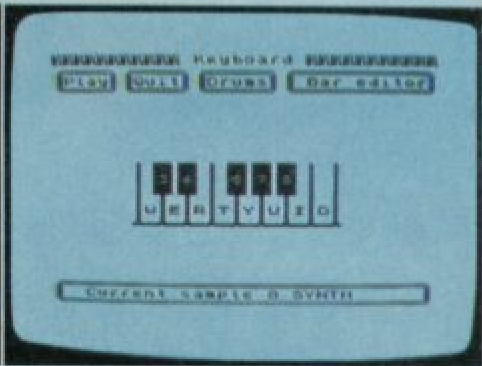
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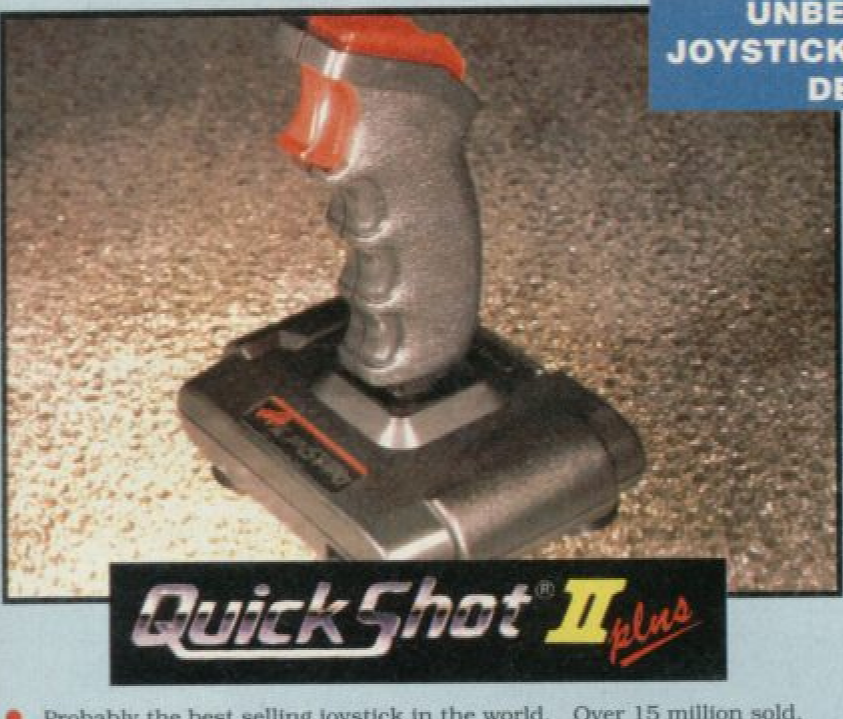

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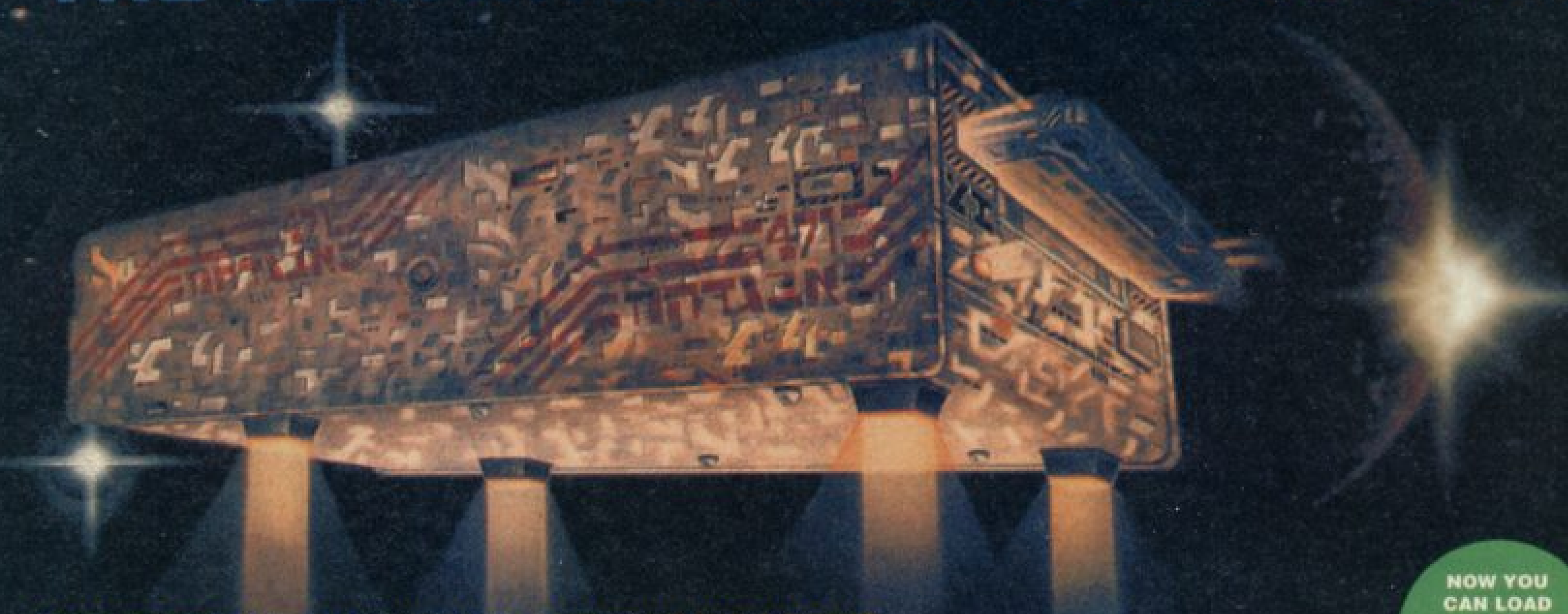
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# OUTLAW













Yee haaay! Annie get your gun and see if you can blow the belts off them thar chaps. Or alternatively you could try to blow them thar chaps off their belts. Then agin' you all could star in a daft musical and collect more bounty than you'll find in this game.

Outlaw casts you in the role of the roughest, toughest, most billious bounty-hunter in Arkansas. Your task is to gun down gun totin' gangs of bandits and finally take on the head honcho. There are four rounds to complete; each round offers a higher bounty than the next, but you can tackle them in any order, choosing villains such as Butch Moonwalk or the Man with No Name from the opening selection menu.

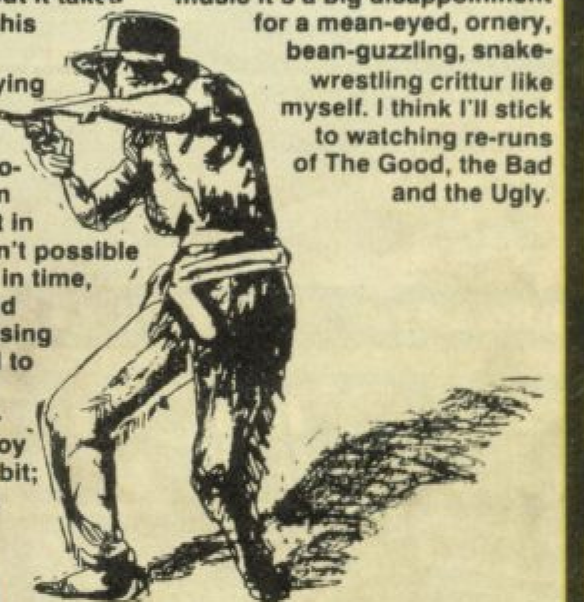
Sounds good fun. Trouble is, it looks awful, the animation is poor and the gameplay is monotonous and unsatisfying (other than that it's fine).

The backgrounds, varying from Western towns to gulches and back again, scroll jerkily past in a downwards direction, as your little man, viewed from above, scuttles up, left and right avoiding bullets fire from the sidewalks and from the attacking bandidos. Your ammunition level is shown at the bottom of the screen, and you can collect extra bullets and other bonus objects by shooting barrels as you fight onwards.

The problem is that while your gun seems to have a very limited range - you have to get right up close to the baddies before you can off them - their bullets fly at you from all directions and ranges, so it isn't long before you get cut down. Things improve if you find a rifle or extra pistol, but it takes some time to get to this stage.

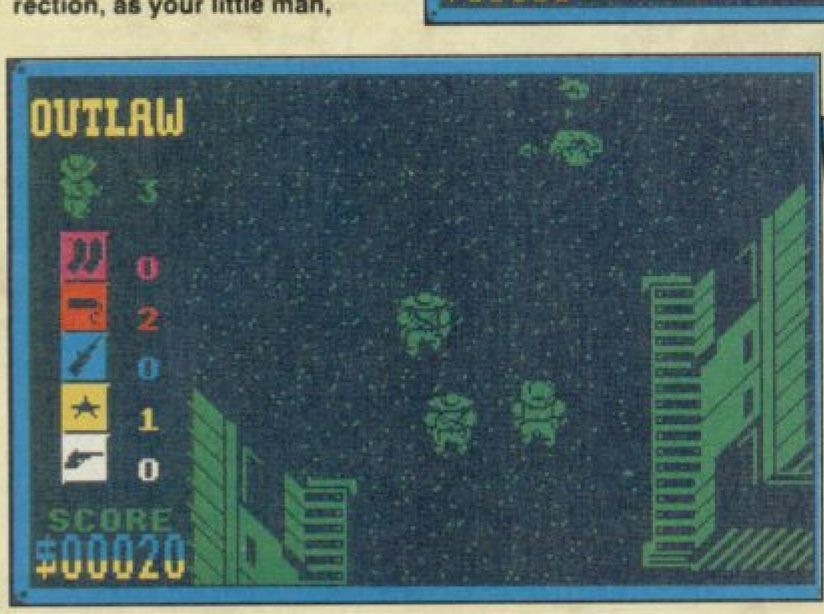
Even more annoying are what seem to be wagons and boulders which roll towards you - your man moves so slowly that in some cases it just isn't possible to get out of the way in time, and you get squashed (turning into a collapsing skeleton more suited to a vampire game).

As a big fan of B-Westerns I didn't enjoy this game one teeny bit; despite some decent music it's a big disappointment for a mean-eyed, ornery, bean-guzzling, snake-wrestling crittur like myself. I think I'll stick to watching re-runs of The Good, the Bad and the Ugly.








## SCORES

| | |
|---|---|
| Graphics | 45 |
| Sound | 60 |
| Playability | 38 |
| Lastability | 40 |

**OVERALL 49%**

**Clint Eastwood wouldn't like it and neither would you. Heap big disappointment.**

CHRIS JENKINS

# PRO GO-KART *simulator*

Oh dear. This isn't so much Pro Go-Kart Simulator, more Pro Making You Go Blind As You Squint at the Awful Graphics Simulator.

Trouble is, in the effort to convey the speed and excitement of go-kart racing, the programmers have decided to make the screen as busy as possible, with the track lurching up and down and things whizzing out of the background at breakneck speed, zooming from side to side and disappearing in a whirl of pixels.

The result is a completely messy display which may look fine from the screenshots, but just you try playing it and keeping track (agghh!) of what's going on.

You begin on the starting grid with all four of your competitors in your sights. As the timer finishes counting down, they zoom off, leaving you in hot pursuit as you crash through your four gears, which change automatically as you pick up speed. At the appropriate moment you can floor the accelerator to get a Turbo Boost, but when you do the likely outcome is that you'll bash into one of the obstacles on the track, such as straw bales and lap boards, spin through space and end up in a heap of dust on the side of the road.

There's a bit more to it than just flooring the accelerator and smashing into something, but not much. The position indicator at the top of the screen shows yo the remaining distance to go, and there are speed, lap and fuel indicators at the bottom of the screen. On either side are pictures of your leering opponents who pursue you over the three available tracks.

There's the seed of a good game here, but even if the animation wasn't so blindingly messy, it wouldn't have offered much in the way of originality. On the whole, then, it's the pits (pun).









## SCORES

| | |
|---|---|
| Graphics | 45 |
| Sound | 47 |
| Playability | 50 |
| Lastability | 47 |

**OVERALL 47%**

**This game is most easily summed up by : "Crap on four wheels!"**

*Label: Zeppelin Price: £2.99*

CHRIS JENKINS

# BLUEPRINT

Founded in 1988 by Jane Cavanagh, The Sales curve has bravely distinguished itself in field of arcade conversions and latest on the list is St Dragon. It's a blastabout zapalot sort of game with a dragon. Bonzer! Let's have a chat to the poor son of a gun who's got to get all this mayhem and malarky onto a humble Speccy. Here we go, a bit about the Sale's Curve and not even one mention of Dan Marchant. Ladies and gentlemen can you please put your hands together for Annnndy Talyor!

***SU: When did you first set your eyes on Saint Dragon?***

**AT:** It was about ten months ago that I first saw it when the arcade board arrived in the Sales Curve's office from Jaleco. I fell in love with the game the first time I saw it but I was busy writing Judge Dredd for Virgin so I didn't give much thought about how it'd translate onto the Speccy.

***SU: How did you feel when you were asked to convert it to the Spectrum?***

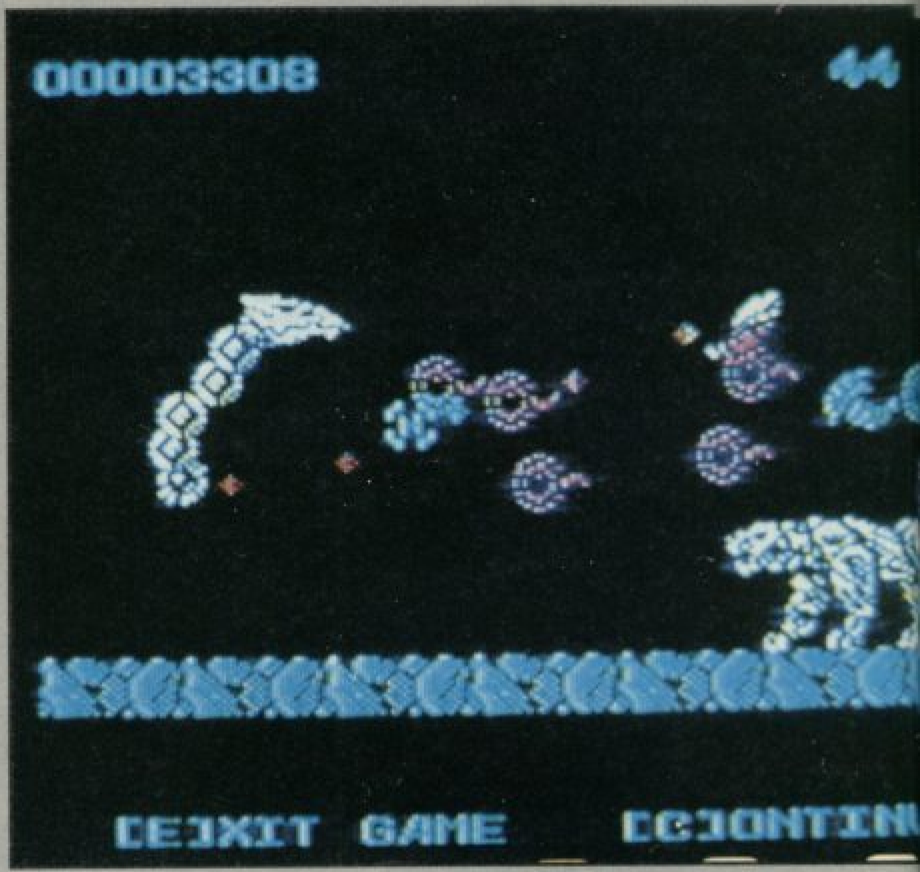
**AT:** I must admit I almost fainted! The sheer size of the game is bad enough but the massive sprites and fiendish end of level monsters made my knees shake. I knew it was going to be a tough job.

***SU: So how did you start?***

**AT:** First of all I spent two weeks reading reviews and looking at other scrolling games on the Speccy. Videos were then made of Saint Dragon so that the team could look at it in more detail and decide on the best way to go about getting the game onto home computers. It was obvious that a radical style of programming was needed.

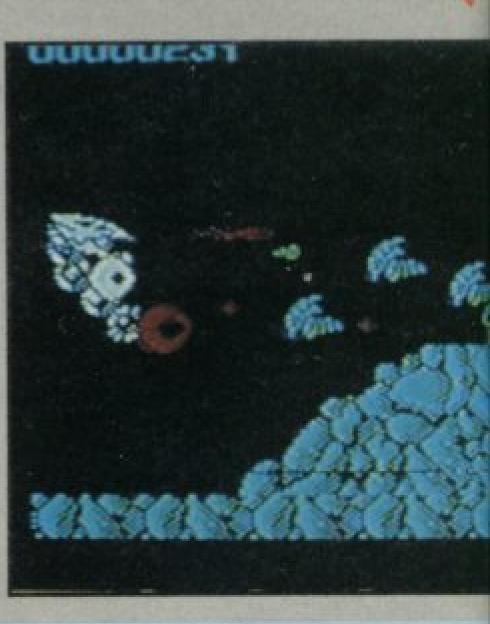
***SU: What was your biggest problem?***

It lurches, it splutters, it wobbles it's way about the world in a manner technically known as "highly dangerous". A clapped out old fart and that's just the driver. This month the Garthmobile moseys on down to The Sales Curve leaving in it's wake evil smelling clouds of blue smoke.




# SAIN

**AT:** Well I had to get as much of the game on the Speccy as possible but I didn't want to sacrifice any speed. The first thing I worked on were the sprite routines. I didn't want the objects to move around in characters the way they did in R-Type. I wanted the sprites in Saint Dragon to move smoothly and I had to try three different methods of displaying the sprites before deciding on using preshifts.

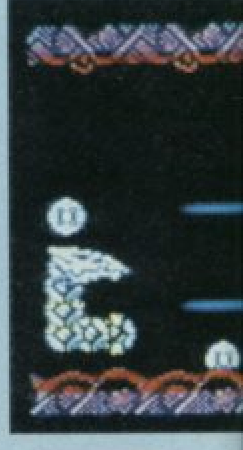


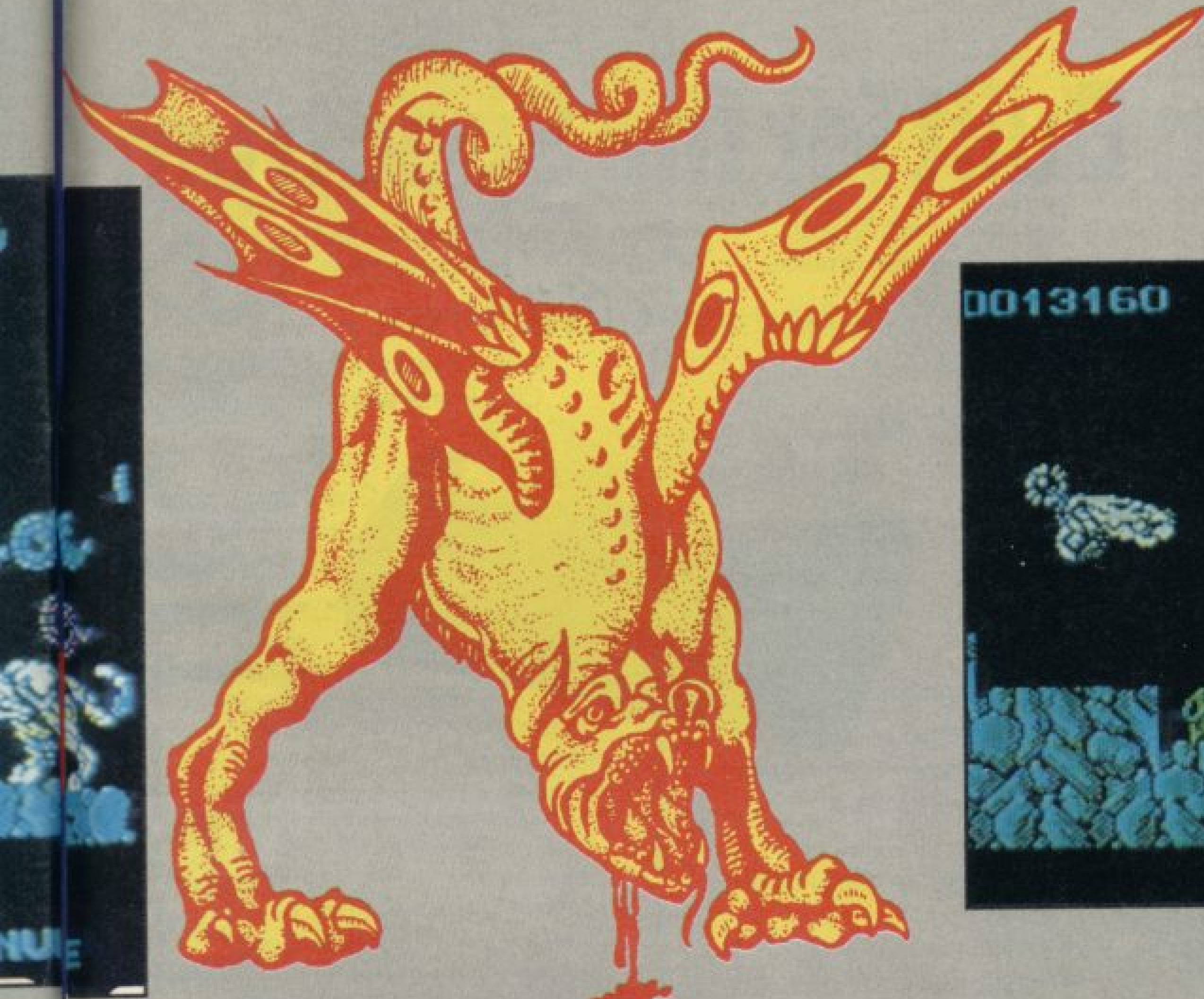
## Game Scenario

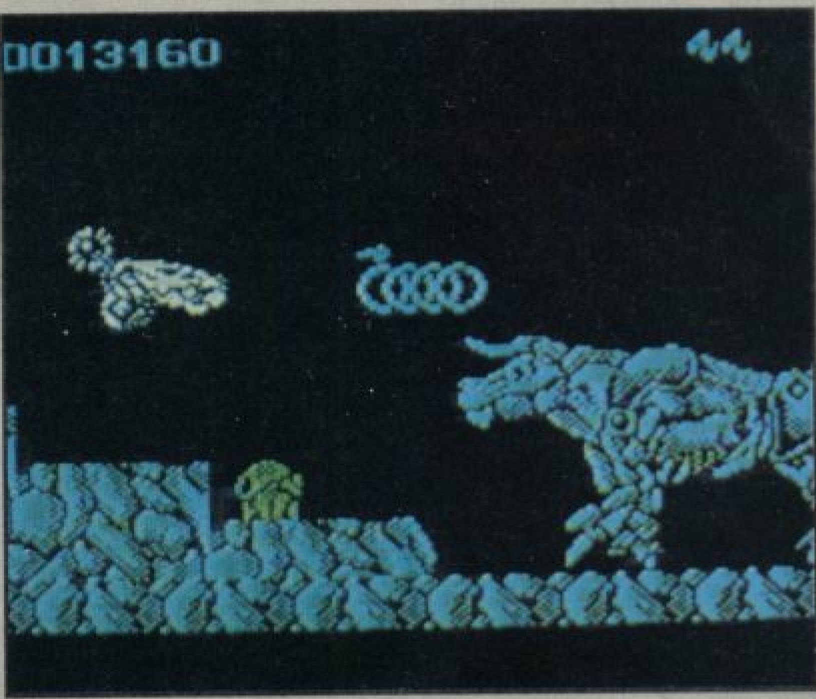
Quite a hit in the arcades at the mo' St Dragon blasts you about strange alien planetscapes in the guise of a monstrous robot dragon. It's a shoot-em-up of the pickup collecting, weapon improving sort with lots of lovely big sprites and loads of lush graphics. Among the numerous nasties to contend with is great big mechanical puma who's putting it about a bit. Give 'im a slap! Though not wildly original Jaleco have come up with a more than playable blaster with all the nobs and the bells and the whistles.

**Streetdate: Late October**

**Price: £9.99 Cass/£14.99 Disk**








# T DRAGON

***SU: Pre-shifts? You mean having several versions of a sprite in memory?***

**AT:** That's right. Each one is in a slightly different position and so to move a sprite along smoothly you just cycle through the definitions. It's fast as well but the penalty you pay is that it eats up a ton of memory. That's why Saint Dragon is 128K only.

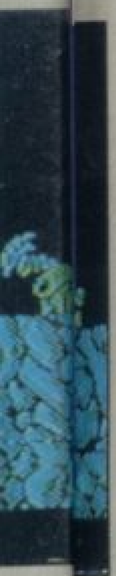
***SU: Saint Dragon is quite an impressive arcade machine. Did the game itself give you any sleepless nights?***

**AT:** You can say that again. Some of the aliens, like the leaping Puma, are very large. The end of level baddies are also very big and very complex. The way I solved that problem was to cut all the large sprites into strips and tell each one it was an enemy. The first strip is the leader and all the other strips that make up an alien are the followers.

The leader follower system is also used on smaller aliens. Some sprites, like launchers, actually create other aliens that fly out of them. Others, like the Laserpac aliens hide behind boulders. The boulders are their leader and when it explodes the follower (the Laserpac) is told to fly around the screen and shoot the player.

***SU: Saint Dragon is almost ready to take to the skies. Was it fun to write?***

**AT:** I can honestly say that I really enjoyed writing Saint Dragon. It was very hard but well worth it in the end. I have the feeling that my next project will be even more fun as it's a conversion of the Sales Curve's new cutsie game Rod-Land. It should be out early next year.







## ANDY TAYLOR

"I started writing software when I was 14 on the legendary ZX-81 (ask your parents). Clive Sinclair gave birth to the Spectrum just before my 15th birthday and I drove my parents crazy talking about the new wonder machine. They took the hint and I got a Speccy for my birthday. I had quite a number of games published in the early days. Some of your more ancient readers may remember Gob Stopper, Cybo-run or Grid Cycle. At 17 I gave up programming for a two year stint at college doing my A levels. It wasn't until 18 months ago that I started again at the Sales Curve with their in-house programming team, Random Access."



# The System Built for the Spectrum

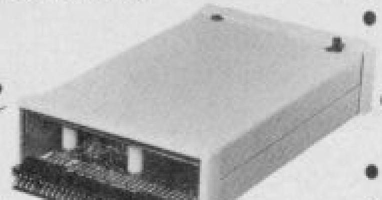
## Clive Drive



A single Clive Drive provides:-

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For use with "Clive Drive" Printer

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- CSNAP backup can be used for:
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## Clive Printer



The Clive Printer provides:-

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## Clive Prices

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Did you go to the CES? What a great big hearty laugh it was but you should have seen the mess afterwards. Lager soaked journalists stumbling about going "oh me head", scores of twelve year old Big Fun fans still in a state of hero meeting ecstasy and what's more loads of bonzer beauty carelessly left about Speccy gear including:

* Games
* Stickers
* Posters
* T Shirts
* Stuff!

Obviously an opportunity too good to miss, Garth and the swarthy looking ex-con 'just got back from an Australian penal colony' Gary Liddon donned their stripey jumpers, picked up some bags marked swag and blagged squillions of super duper prizes. Makes us sound a bit sneaky doesn't it? Well actually we're a bit crap at this sort of stuff so a big thank you has to go to Danielle Wood from US Gold and Clare Edgely from Domark who so very nicely turned a blind eye while we blagged their gear.

A very large proportion of you able to answer a question that has an IQ rating of -3 (and let's face it, you're an SU reader, that puts you way up the food chain straight away) get's to win something from the piles of post show stuff we nicked.

Here's the question, it's fab, it's triff and very, very easy.. What sort of animal is Roly from Eastenders. Is he:

1) A leopard.
2) A bunyip.
3) An accountant.
4) A dog of course.

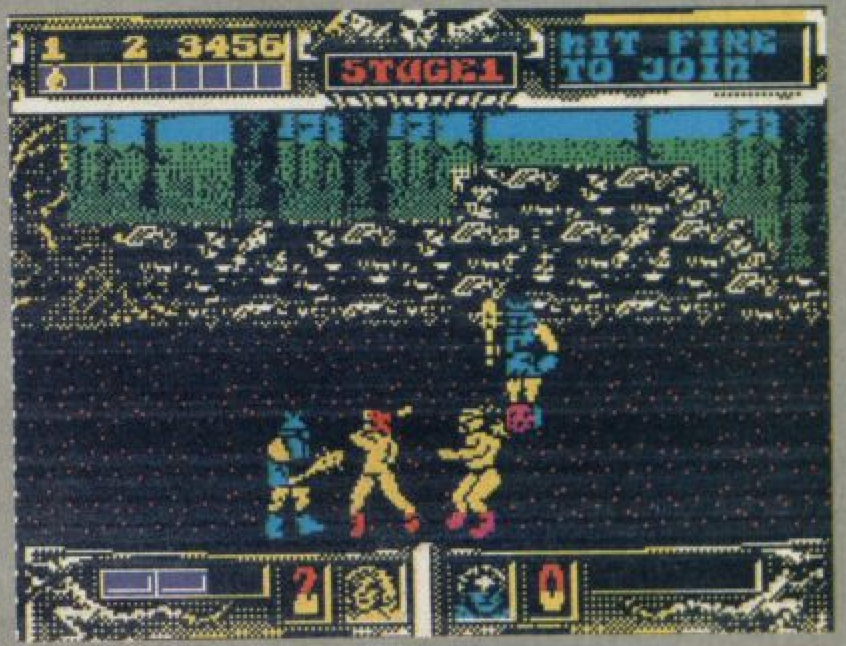
Get your answers to us at: Great Big Comp, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

The closing date for entries is 18th Oct - so anyone who's not sent an entry by then will NEVER experience the postal pleasure of a prize packet pushing past their postbox. So there!

# PREVI




# GOLDEN AXE





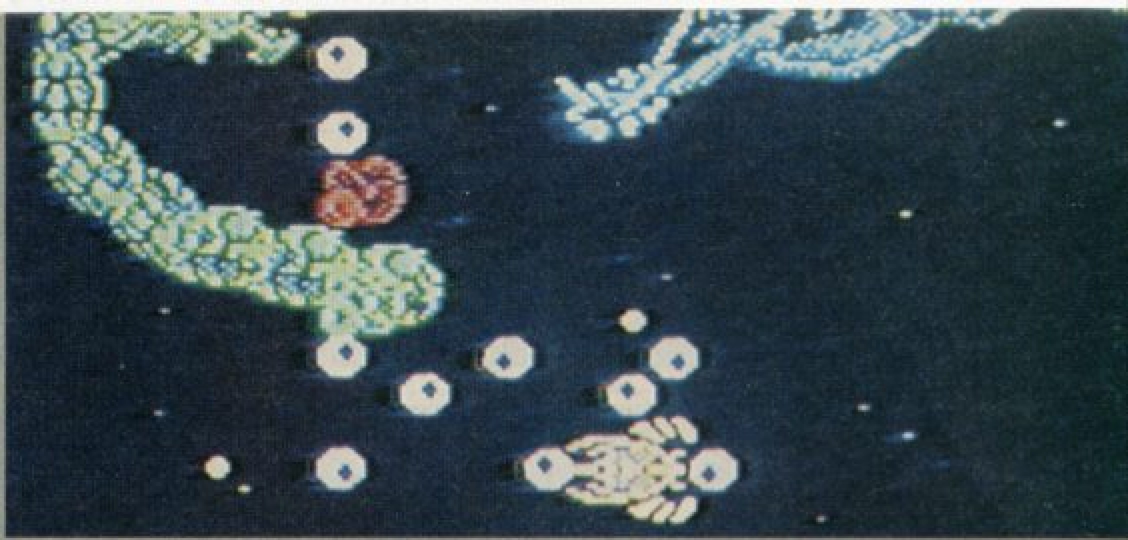


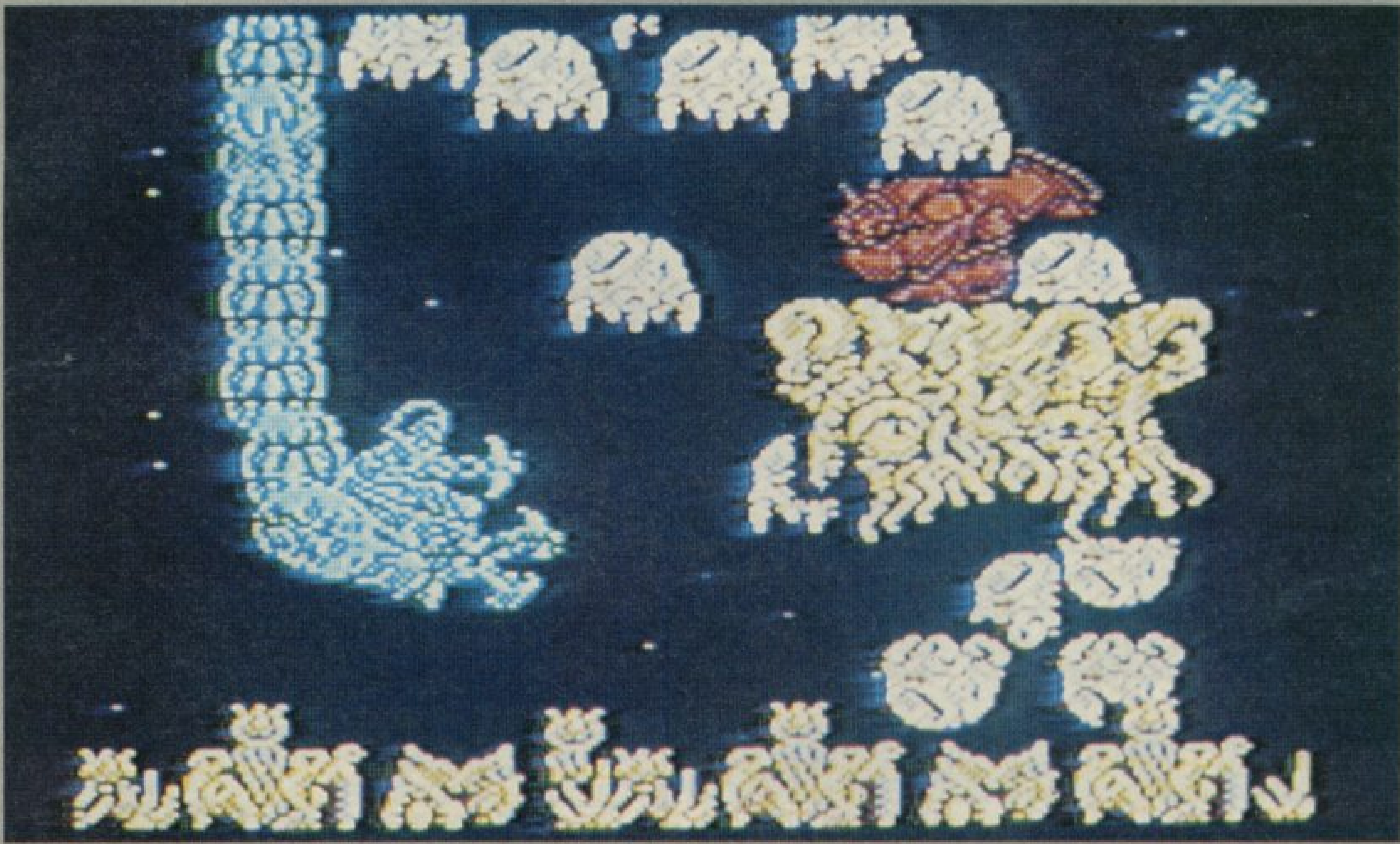


And it's not just one Golden Axe! It's swords and knives and dwarves and all sorts of nasty things. You must have seen Sega's Arcade monster hit, this it brought onto the Spectrum from the boys and girls at Virgin Mastertronic. Choosing to play one of three bloodthirsty fellas, Golden Axe pits your hacking and slashing skills against a large and scary cast of oiksome nasties. Kill that Gribbling Slur, mangle those Laughing Bloats, hop astride a Vom Splurging Zarbath and devastate the Lard Shadows!! There's a number of levels to contend with including some daring exploits on the back of monstrously proportioned turtles and birds. You get the idea. The graphics aren't wholly finalised as yet and the gameplay is due for a pit stop in the final tweaking department. Polish up your death cutlery for a full bone-crushing, plasma gushing review in the nearest of futures.



# IEWS





# DRAGON BREED

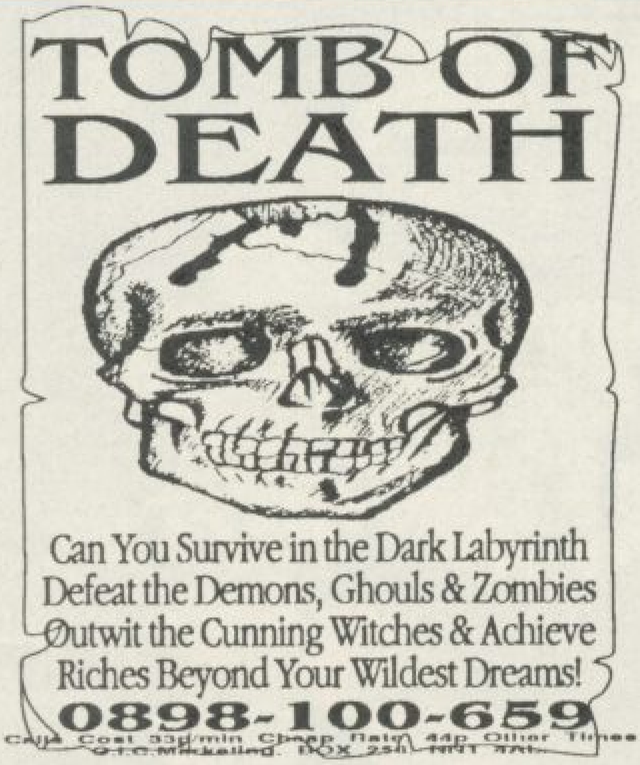
Despite everyone getting the sack at Christmas, Activision UK are still struggling on with a few Speccy releases for the festive season. Among them is the very pleasant looking Dragon Breed, a let's-go-kick-in-the-aliens outing for you and your mechanical Dragon. Sitting atop the big beast you can rout endless amounts non-terrestial scum spurting huge gobs of dragon spit at them. If you're in a particularly xenophobic fervor then leap off your trusty reptile and hack and slash into the fray yourself. Even better, your Dragon is a real quality invincible one so if positioned properly you'll save yourself the bother of dodging alien fire. It sounds fun! A conversion of the IREM arcade machine, Dragon breed contains all of the orginal's thirteen levels along with the players ability to shoot in five directions!!! Oh my giddy aunt, it's such a thrill!

Programmed by Bob Pate, a bit of Z80 whizz by all accounts, the whole thing looks very much this side of Swishville. Released within the next month or so you should watch this space for loads more details!



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| 520 STE Power Pack with 20+ ST games | £379 |

● ● ● FREE UK delivery on all items! ● ● ●

**Atari ST**

If you've had enough of your Spectrum, the Atari ST is the computer to go for. With 512k RAM, disk drive & mouse it's a complete system. We are now working on ST versions of our DTP programs - call now for details and upgrades.

**Vidi-ZX**

The best *VIDEO DIGITIZER* money can buy, allows you to load up images from a video camera into your Spectrum. Digitized images can be used in art software and with the DTP pack!
Available from PCG at £34.95

Want more details? Send a S.A.E. now or Phone 0229-836957

# NEXT MONTH .. NEXT MONTH

## TOTAL AND ABSOLUTE VEM!

SU
SINCLAIR USER

**OUT NOV 18**

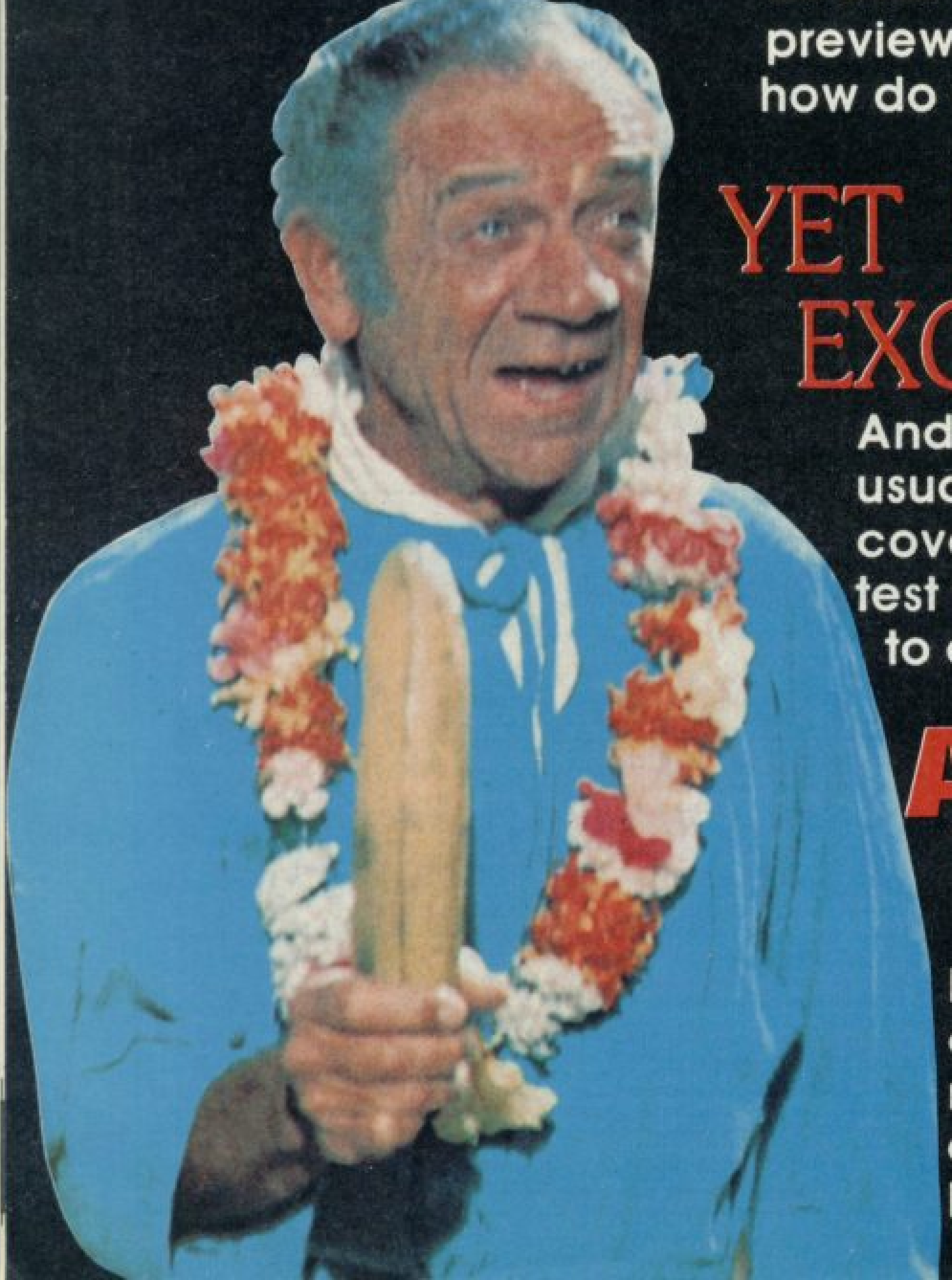
Continuing this month's total sixieness, Sinclair User moshes on with yet another SIX FULL PRICE GAMES!!!! An incredibly paltry £1.85 get's you Britain's brightest Speccy Mag along plus such amazing full price past blasters as:

10th FRAME, BLACKBEARD, CYRSTAL CASTLES, STARDUST, TRANTOR AND GALVAN!

All on next month's Six of the Best giga tape!

## IS THAT ALL?

No, No, No! Mr Poke's great big tips get plastered all over the tape as well as an exclusive preview of Ocean's Robocop 2! Just how do we keep it up?

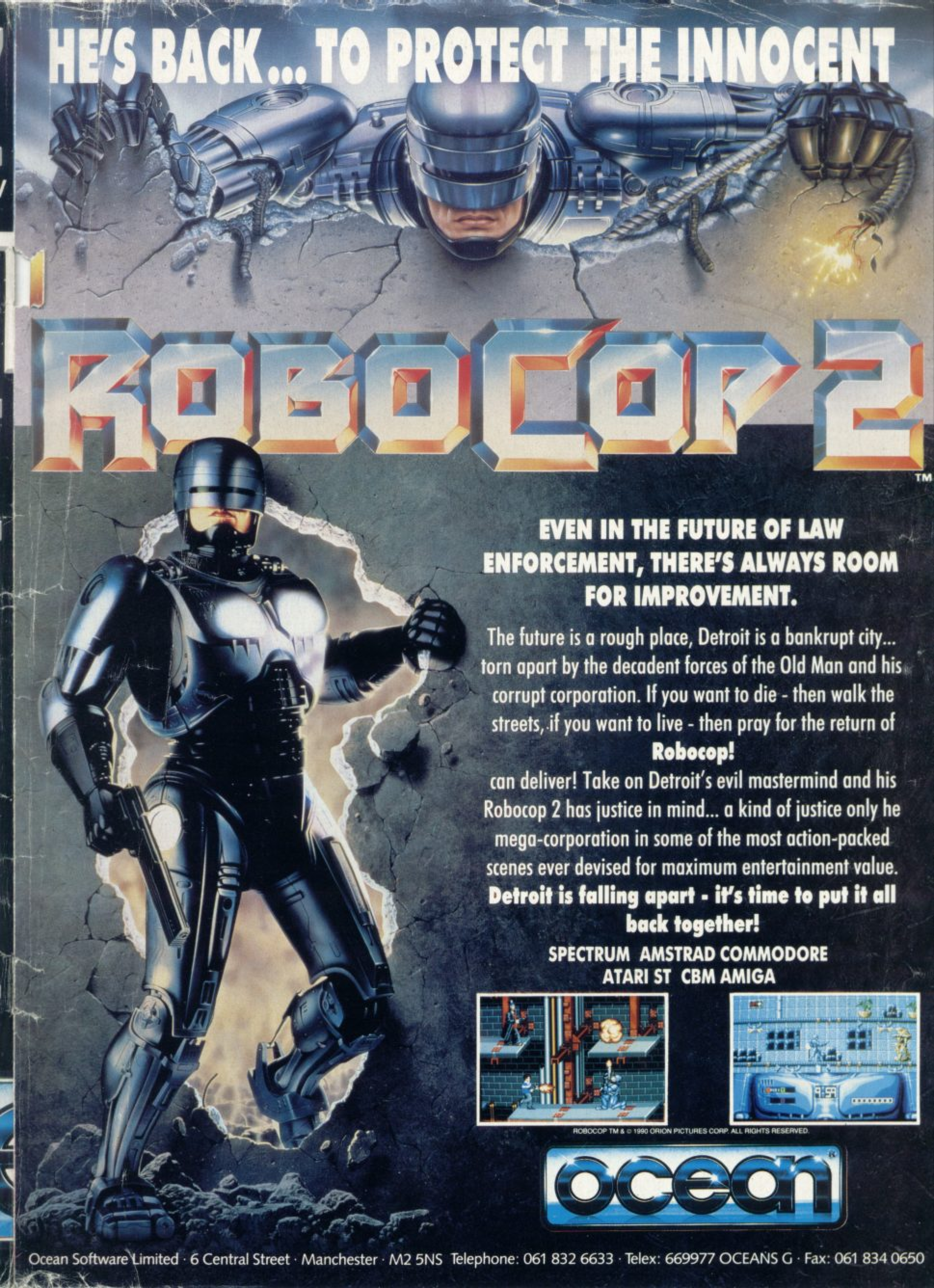


## YET MORE EXCELLENCE!

And beside's all that "stuff" there's the usual inflight entertainment as our coven of software thuggos try and test the latest the games world has to offer!

## ARE YOU THICK?

I should hope not. You just get down that newsagent and order next month's SU right away! It's as much laughs as Sid James holding a banana.


HE'S BACK... TO PROTECT THE INNOCENT
ROBOCOP 2™
EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.
The future is a rough place, Detroit is a bankrupt city... torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of
Robocop!
can deliver! Take on Detroit's evil mastermind and his Robocop 2 has justice in mind... a kind of justice only he mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value.
Detroit is falling apart - it's time to put it all back together!
SPECTRUM AMSTRAD COMMODORE
ATARI ST CBM AMIGA
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PUZZNIC
The latest and greatest puzzle game to hit the Western World has now come to your computer! The best-selling coin-op game by Taito employs 144 levels of fiendish perplexity as you position the blocks and make them disappear.
Sounds easy?
The gameplay is staggeringly simple - the ingenuity lies in the formation of the screens! Get puzzled by PUZZNIC and be prepared for many long nights of frustration and excitement!
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